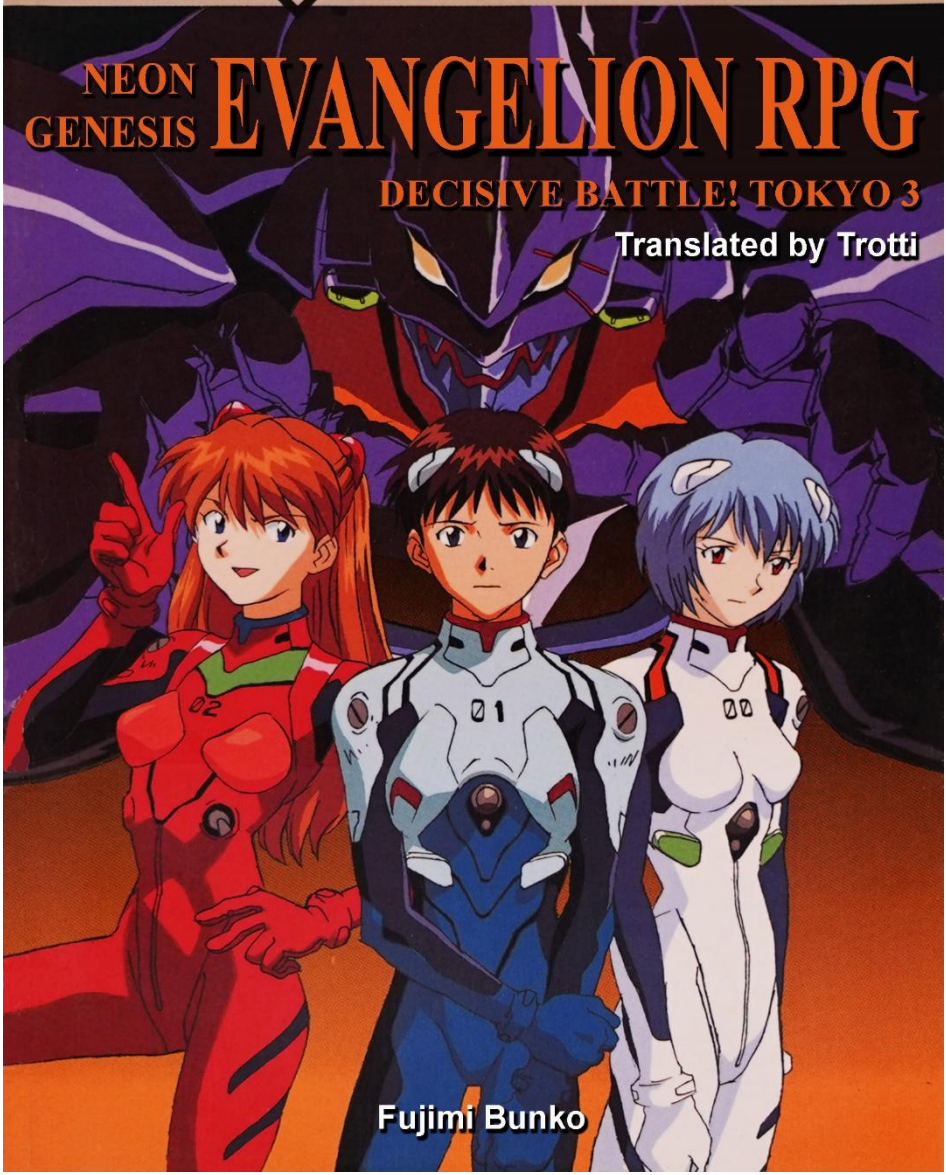
MAGUS Multiple Assignable Game Interface for Universal System
[富士見汎用システム]

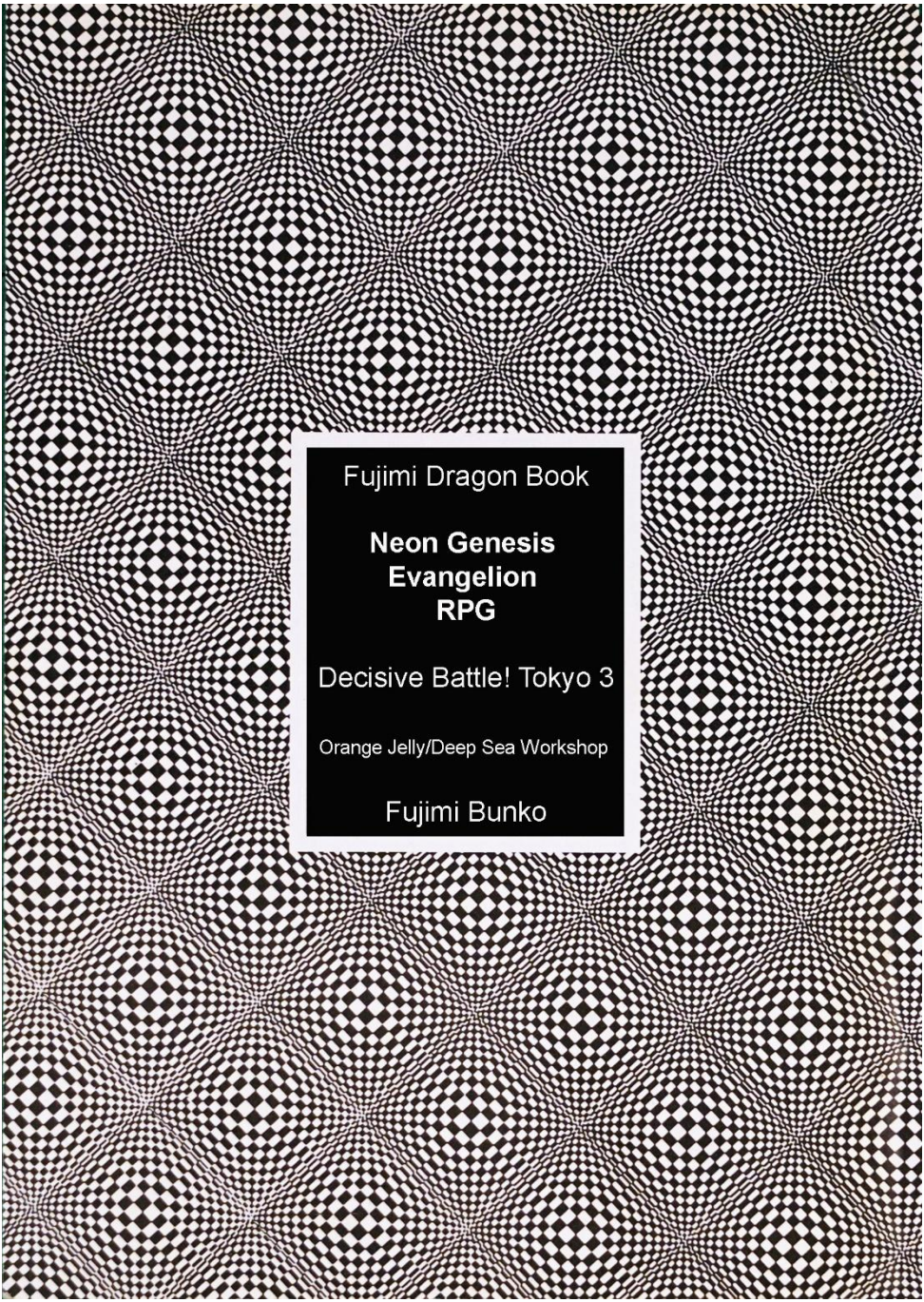
NEON GENESIS EVANGELION RPG

DECISIVE BATTLE! TOKYO 3

Translated by Trotti



Fujimi Bunko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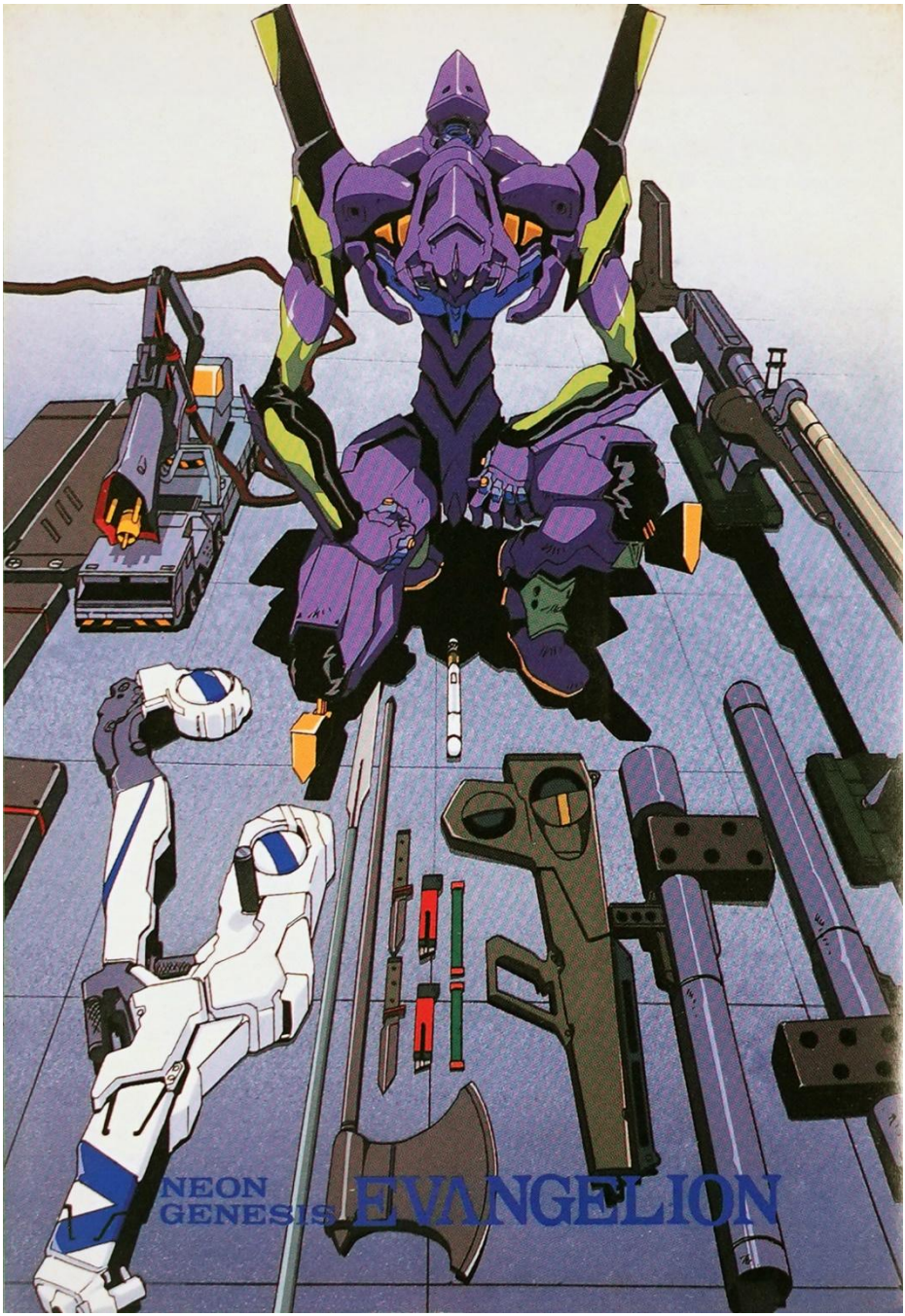
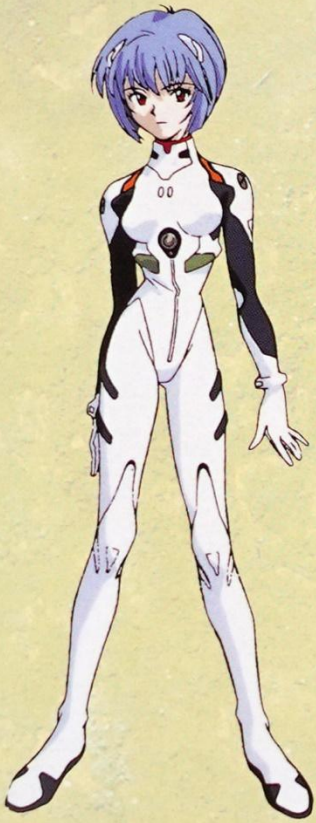

NEON
GENESIS
EVANGELION

▼ Rei Ayanami

The First Child is the exclusive pilot of Unit 00 and was the first person to sync with an EVA. She has a calm disposition. There is something artificial about her and she generally does not open up to others.



▲ Shinji Ikari

The Third Child. He is the exclusive pilot of EVA Unit 01. He is the son of Gendou Ikari, Commander of NERV. He is afraid of hurting others.

NEON GENESIS EVANGELION

▲ Misato Katsuragi

She is part of NERV's Operations Division. Her rank is Captain (later she is a Major). Her job is to direct the operations against the Angels.

▼ Asuka Langley Souryu

The Second Child. She is from Germany and is the exclusive pilot of EVA Unit 02. Her mind is sharp, but her personality is self-centered and egotistical.

▼Kouzou Fuyutsuki

NERV Deputy Commander.
He is Gendou's right-hand who handles NERV's miscellaneous tasks such as the operations against the Angels and external affairs. His hobby is shogi

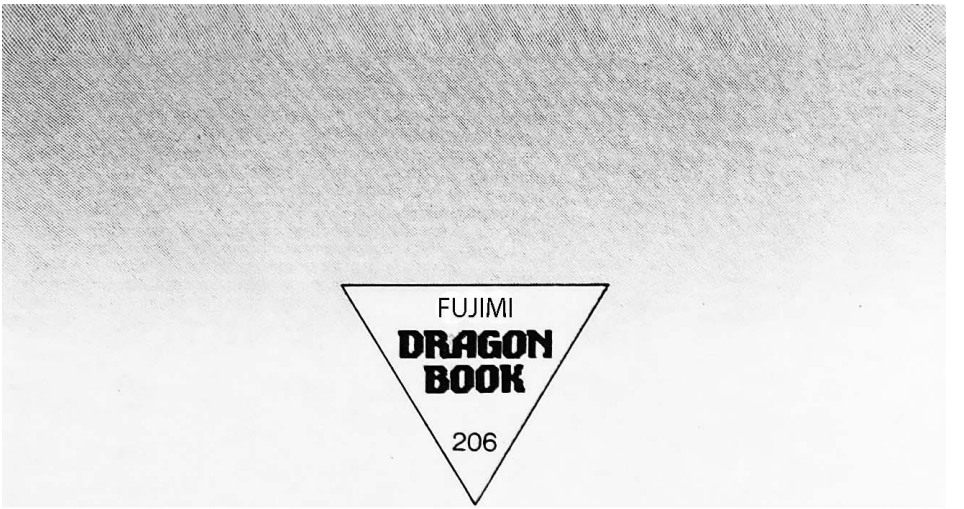
▲ Maya Ibuki

She is an operator in the Science Department of NERV. She is a Lieutenant and Dr. Ritsuko Akagi is her senpai. She has a pleasant disposition.

▲Ritsuko Akagi

She is the head of the Science Department of NERV and in charge of EVA research. She judges things strictly from objective data.

NEON GENESIS EVANGELION



Neon Genesis Evangelion RPG

Decisive Battle! Tokyo 3

Orange Jelly / Deep Sea Workshop

13-13

Fujimi Bunko

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Introduction to the English Translation

This book is the first of three volumes published by Fujimi Shobo for the **MAGIUS** universal role playing system set in the world of *Neon Genesis Evangelion*.

MAGIUS is an acronym for *Multiple Assignable Game Interface for Universal System*. It uses a unified set of rules that cover a variety of game types. It is simple, easy to learn and has supplements for many popular anime and manga series.

This first volume, **"Decisive Battle! Tokyo 3"** is a combat strategy game. The second volume, **"Angel Approaches!"** is a self-contained adventure focusing more on the role playing aspect of the game. The third volume, **"Angel, Defeated!"** is a replay collection of the other two books, as well as supplemental rules for combining them.

In **"Decisive Battle! Tokyo 3"** the table talk part of the game is left largely up to the players and the GM. Roleplaying is highly encouraged, but the rules focus more on combat prep and combat than character interactions. That said, some of the best times players will have in this game are by playing their characters to the hilt.

I hope you enjoy this peek into an artifact from another time and place: the TTRPG gaming scene in Japan, circa 1997.

Trotti, September 2020

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Neon Genesis Evangelion RPG
Decisive Battle! Tokyo 3

Introduction

Chapter 1

● **Contents of the Book**

This book is a MAGIUS supplement for the TV anime "Neon Genesis Evangelion". The rules in this book are written for those who have seen "Neon Genesis Evangelion", so if you haven't seen it, I recommend you look at the work first.

Videos and LDs containing the TV anime are available from King Records, and manga and film books are available from Kadokawa Shoten. The manga is still serialized in "Monthly Shonen Ace" (as of March 1996).

● **Game content**

The setting of the game is principally in the city of Tokyo 3. From the time of Asuka's appearance to the time before Touji was selected as the Fourth Child.

The game is designed to be played by two to five people (including the game master), and the purpose of the game is to defeat and repel the Angels approaching the city of Tokyo 3.

For details about the basic rules, please read "Chapter 2 How to Play: Basic Rules.” The basic rules focus on the defense of the city of Tokyo 3, whereas in advanced play, you participate in battles in other locations.

● **Synopsis of Neon Genesis Evangelion**

In the year 2000, a sudden huge explosion occurred in Antarctica. As a result, mankind was struck by all kinds of disasters, such as tsunamis,

earthquakes, extreme weather events, civil wars and economic depression. Many cities were completely destroyed and most of humanity died within the first few years.

The greatest disaster in history was dubbed the Second Impact. Fifteen years have passed since then. The remaining humans have survived the harsh environment and strive to revive civilization.

However, something has arrived to destroy that civilization. These are the Angels.

The story begins with the arrival in the city Tokyo 3 of both an Angel and Shinji Ikari, a 14-year-old boy who has never known his father's love. When the boy arrived, his father, Gendou Ikari, appeared before him and told him coldly to pilot the giant android fighting machine called an Evangelion and to fight the Angel....

What the father needed was not a son, but a pilot who could operate the EVA. Realizing that, Shinji tried to reject the EVA. But when Shinji learned that if he didn't pilot the EVA, a seriously injured girl would be forced to take his place, Shinji decided to fight.

He won the battle. However, a deep wound was left in the boy's heart.

Shinji keeps his heart closed so that no one else can hurt him. However, in his life at the United Nations Special Organization, NERV, he gradually comes to know other people.

Misato Katsuragi, with whom he is assigned to live; Rei Ayanami, the pilot of EVA Unit 00; Asuka Langley Souryu, pilot of EVA Unit 02; Touji

Suzuhara and Kensuke Aida, his close friends. But throughout NERV is the image of his father.
The boy grows into an adult through his fierce battles with the Angels. However, what is the "human Instrumentality plan" that is seen behind the story?

What kind of conspiracy lies behind NERV, a super-legal organization with national authority?

The Angels are the enemy, but with so many mysteries within them...

Are the Angels the ultimate enemy of mankind?

● **Character Descriptions**

Shinji Ikari

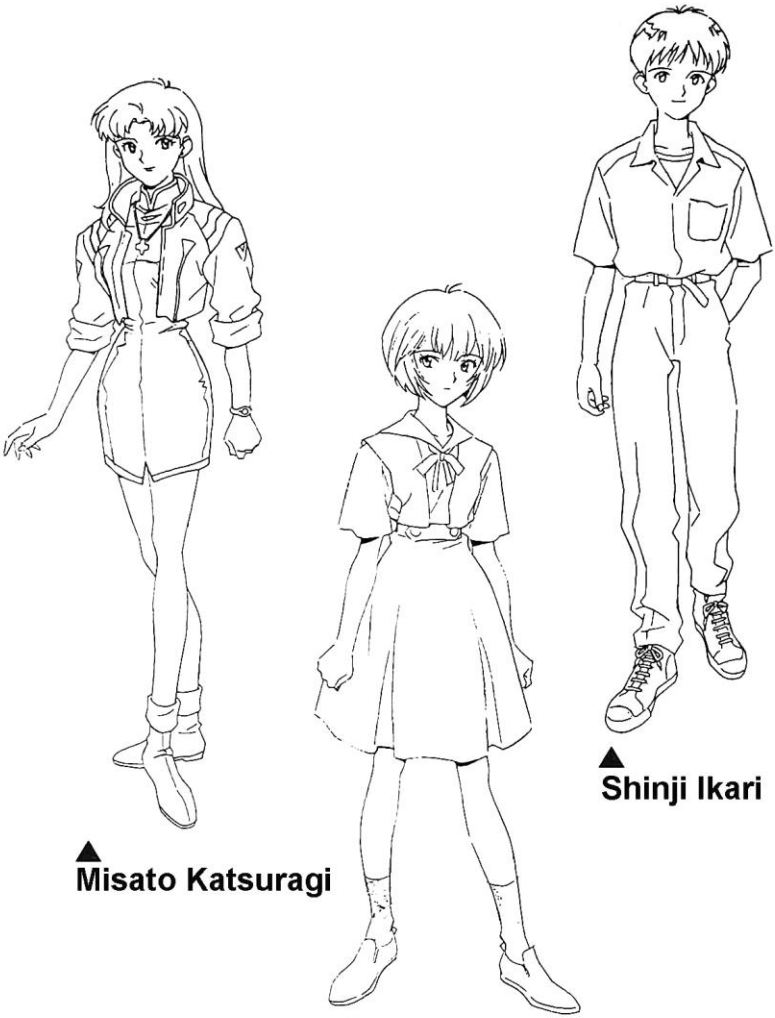
Description: The Third Child reported by the Marduk Agency. He is also the son of Gendou Ikari, Commander of the UN special agency NERV. He is a 14-year-old boy who hates his father, but who seeks his father's love and approval. Due to this complex family situation, he is afraid of being hurt and unable to stand up for himself. Over time, however, his personality gradually becomes brighter as a result of living with Misato Katsuragi and Asuka, and interacting with his school friends Touji Suzuhara and Kensuke Aida. He is the exclusive pilot for EVA Unit 01.

Misato Katsuragi

Description: International civil servant belonging to the United Nations special agency NERV. Her rank is Major (her rank was Captain at the time of her first appearance),
She is the Chief of the 1st Division, Operations Bureau, Tactical Operations Department. She becomes Shinji's guardian when he moves to Tokyo 3 and takes him into her apartment to live with her.
She is competent in her job, but has great difficulties with housework and cooking. She is a beer lover.

Rei Ayanami

Description: She is the First Child, identified in the reports of the Marduk Agency. She is the exclusive pilot of EVA Unit 00. She was injured in an accident during a routine test. Her personality is calm but somewhat artificial and she does not open up to people. She has only ever opened up her heart to Gendou Ikari.
Recently though, little by little she has begun to communicate with Shinji and is benefitting from that. She is fourteen years old.



▲Misato Katsuragi

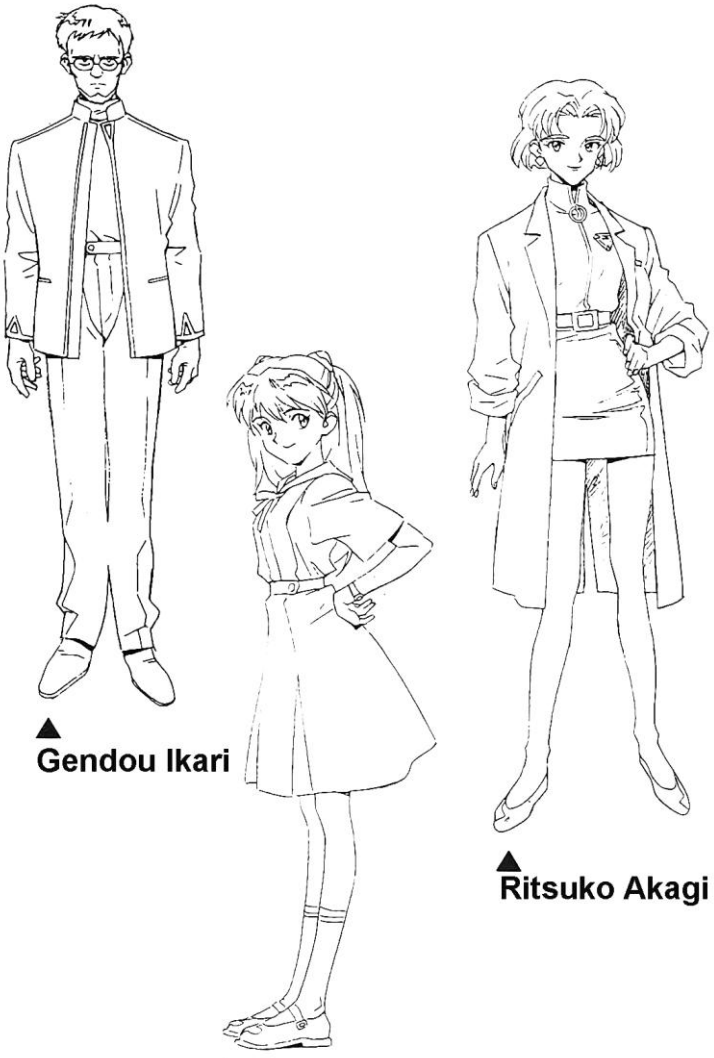
▲Rei Ayanami

▲Shinji Ikari

Asuka Langley Souryu
Description: The Second Child reported by the Marduk agency. She is from Germany. Asuka is the exclusive pilot of EVA Unit 02. She has a clear mind and graduated from a University at the age of 14, but her personality is somewhat self-centered and ego centric. She has a crush on Ryoji Kaji, who worked with her at NERV's German branch.

Ritsuko Akagi
Description: She is the head of NERV's Technology Development Department, Technical Section 1. She is a talented woman with a PhD. She is also an old friend of Misato Katsuragi. She supports the technical side of the Evangelions, but she has a bad habit of judging things using only data, not her heart. She is thirty years old and single.

Gendou Ikari
Description: Commander of the United Nations Special Agency NERV. He is the person who created the Evangelions to repel the Angels. He is also the person in charge of NERV's implementation of the Human Instrumentality Plan. He does whatever ruthless things he has to, to further the plan, but occasionally he shows human feelings. He is Shinji's father.



▲Gendou Ikari

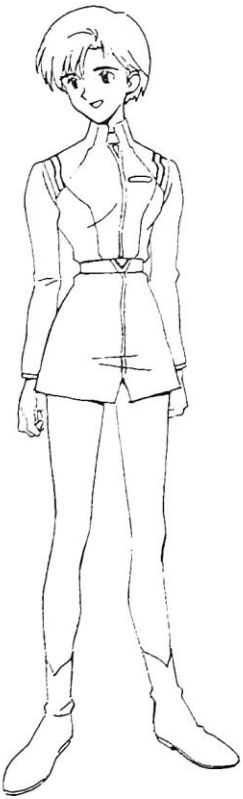
▲Ritsuko Akagi

▲Asuka Langley Souryu

Kouzou Fuyutsuki
Description: NERV Deputy Commander.
Deputy Commander of NERV under the constant spiritual pressure of Gendou Ikari. He serves as Gendou's chief confidant and handles NERV's chores. He was a college professor while Gendou was still a student. His hobby is shogi.

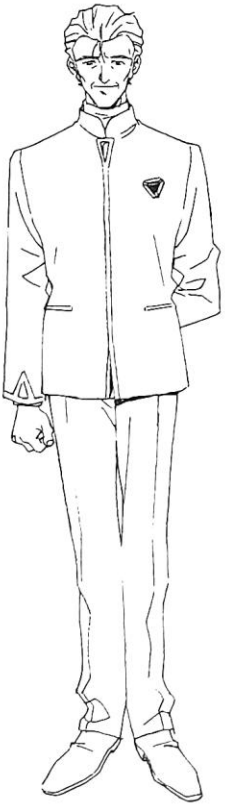
Ryoji Kaji
Description: A member of NERV's intelligence department and an old lover of Misato Katsuragi.
By all appearances he is a friend of both Ritsuko and Misato from their college days, but in fact, he is a spy who has come to find out the secret of NERV.

Maya Ibuki
Description: Science Officer who belongs to the technical department of NERV. She is a subordinate of Dr. Ritsuko Akagi and has a rank of second lieutenant. She has a dislike for some of NERV's activities.



▲Maya Iibuki

▲Ryouji Kaji

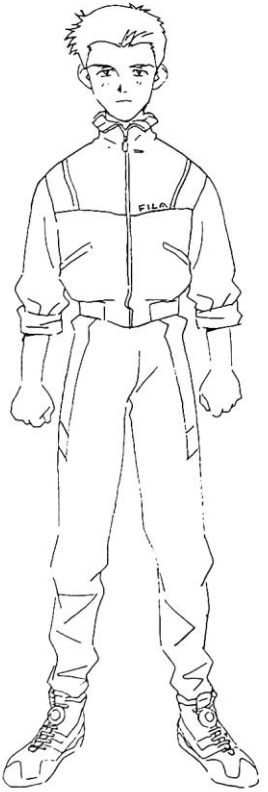


▲Kouzou Fuyutsuki

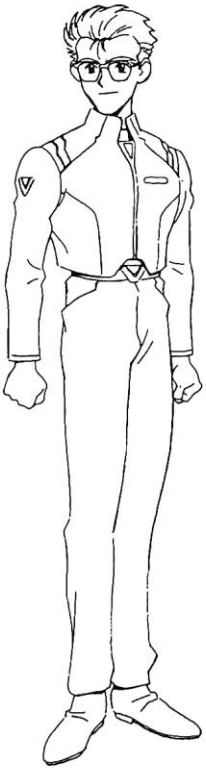
Makoto Hyuuga
Description: Operator who belongs to NERV's Operations Bureau, 1st Division. He has Misato Katsuragi as his direct boss, and is not tired of being asked to do her laundry and other chores. His rank is Lieutenant.

Shigeru Aoba
Description: Operator in charge of communications and information analysis in the NERV Operations Control Room. His rank is Lieutenant. His hobby is guitar.

Touji Suzuhara
Description: Shinji's friend. A hot-blooded young man who dislikes being disrespected. He wears a sports jersey for some reason and use the Kansai dialect because he is from Kansai. Later he becomes the Fourth Child.



▲Touji Suzuhara



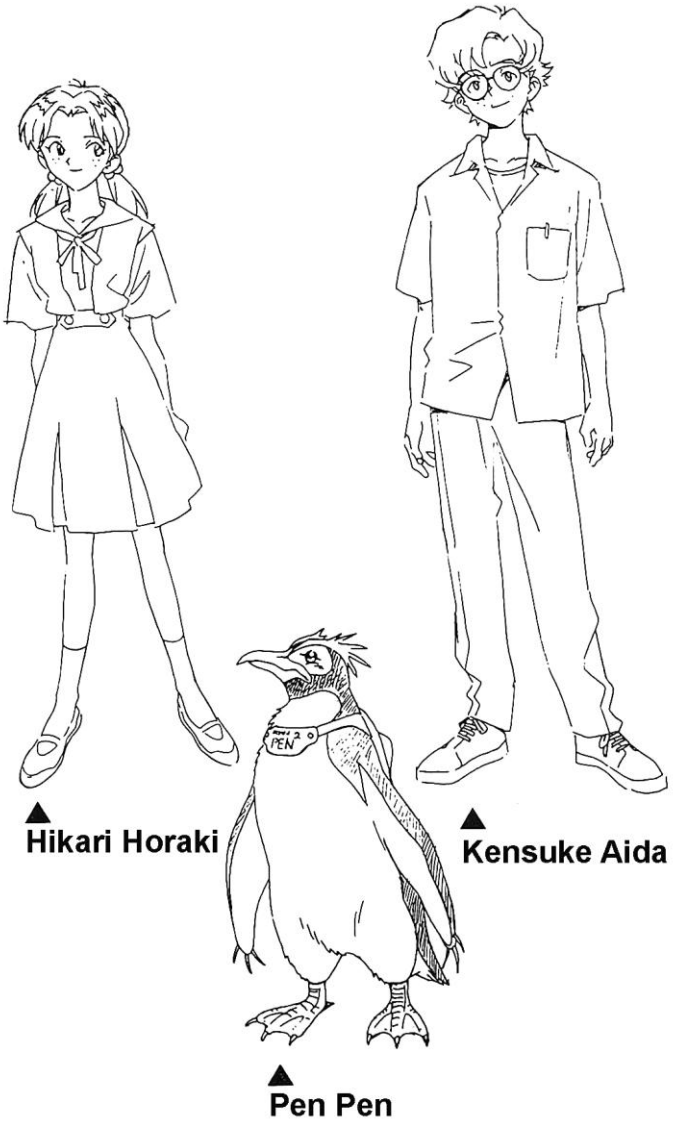
▲Makoto Hyuuga

▲Shigeru Aoba

Kensuke Aida
Description: Shinji's friend. A bright personality who is a military fanboy and video enthusiast. From time to time, he has the hobby of going camping alone and conducting military training.

Hikari Horaki
Description: Chairman of classroom 2A at Tokyo's 3's First Municipal Middle School, where Shinji goes. Although she is enthusiastic about her work, she is criticized by boys because of her serious and stern personality. She is Asuka's friend and has a crush on Touji.

Pen Pen
Description: Misato Katsuragi's roommate in her apartment. He is a new type of hot spring penguin and lives a civilized life in Misato's refrigerator. Above all, he loves hot springs.



▲Hikari Horaki

▲Kensuke Aida

▲Pen Pen

Chapter 2

How to play: Basic Rules

● **Game content and purpose**

You play this game as a member of NERV with the goal of defeating the Angels.

The purpose of the game is to "repel the Angels" as a character and "gain points" as a player.

The rules tell you how to repel the Angels and how to earn points, so don't worry and read on.

The game is divided into two phases:

"NERV mode" which lasts from preparing NERV and the EVA's for an attack to detecting an Angel and launching the EVAs.

"EVA mode" which begins as the EVA's enter battle with the Angel and ends either in victory or defeat.

Ritsuko: We created NERV and the Evangelions to fight off the Angels, but we don't know what they are or where they came from.
Misato: Ritsuko, you're throwing them right into the fire.
Ritsuko: Is this a game that reproduces the struggle of mankind against a superior enemy or is it a joke to mock fate? Our survival hangs in the balance…
Misato: Ritsuko, you do realize you're just talking about a game?
Ritsuko: Well even if it's just commentary on a game, it's worth taking it seriously...
Misato: It's not that. I'm worried that if we spend too much time on that, we won't have time to get to the game.

Ritsuko: Really?
Misato: Yeah. Pretty much.
Maya: Senpai, maybe we should just summarize the notes for each item for the time being?
Ritsuko: Yes. You have a point.
Misato: Right.
Ritsuko: Then, in summary of the first item... this game can be roughly divided into two phases: "NERV mode" and "EVA mode".
Misato: Nice, Ritsuko.
Ritsuko: Thank you.

● **The role of gamemaster and players**

In **NERV Mode**, the players will assume the roles of Misato Katsuragi, Ritsuko Akagi, Kouzou Fuyutsuki, Maya Ibuki, while in **Eva Mode** they will be Shinji Ikari, Rei Ayanami and Asuka Langley Soryu.

Players may only select NERV Mode characters when starting the game. During NERV Mode it is not necessary to know which player will assume the role of the pilots in EVA Mode.

Disputes over who will play which pilot in Eva mode are determined by a “character contest” competition during NERV mode. This will be explained later.

The game master (GM) assumes the roles of the Angels and other NERV staff in both modes, and additionally plays the role of Shinji, Rei and Asuka in NERV mode.

Misato: You may have noticed there are four NERV mode characters and only three Eva mode characters. Needless to say, the numbers don't match.
Ritsuko: The solution to this is when you play with four people, three will assume the roles of the pilots and one player will continue playing the same NERV Mode character even in EVA mode.
Misato: Sort of as logistical support?
Ritsuko: Exactly.
Misato: So… the NERV Mode characters are myself, Ritsuko, Deputy Commander Fuyutsuki and Maya... that seems strange…
Maya: Yeah. It's strange that I'm here and not Commander Ikari.
Misato: Yes. Commander Ikari.
Ritsuko: An absolutely powerful person isn't as fun to play as you imagine, especially when several people come together to play a game. Therefore, Commander Ikari is left for the GM to play.
Maya: Even so, I think it's disproportionate that I'm mixed in with this important group.
Ritsuko: I don't mind.
Maya: However, even if Commander Ikari isn't played by a player, there are better people than me... For example, Mr. Kaji. He's better than me except for my knowledge about science.
Misato: I'm relieved I don't have to deal with that idiot!
Ritsuko: Well, it's already decided, so suck it up and get ready. Deputy Commander Fuyutsuki hasn't said anything since we began.
Fuyutsuki: No one should be surprised… I've been here all along.
Misato: Deputy Commander... This is just a transcript. If you don't speak, you'll be forgotten.
Fuyutsuki: Games aren't for old people. It's best to leave these things to the young.
Misato: Um... well, everyone's younger than you, Deputy Commander.

Maya: Don’t say that about the Deputy Commander. Seniors are very sensitive about their age. You should appreciate that.
Misato: Hey what are you saying?!
Maya: I'm sorry, Major Katsuragi!

● **What you need to play**

Here's what you need to play:

Dice: Regular six-sided dice. At least one per person Ideally three per person if you can supply them.

Writing instruments: Any ordinary writing instruments. A pencil (or mechanical pencil) and eraser will be enough.

Character sheet: Each player should be given the appropriate character sheet. It's a good idea to make copies so that they can be written on for reference.

Character Action Table: This is a form on which a character’s actions are listed. If possible, you should make a copy for each player for reference.

NERV Sheet: This sheet is used by GM to record data. It is a good idea to make a copy of this as well.

Map: The battle between the Angels and the EVAs takes place on a piece of paper called a map, on which hexes are printed. The maps are in the reference section at the end of this book, so please copy and use the "Interception map" and "Battle map" as required. The battle map is also on the back of this book’s cover.

Units: Cutout the unit pieces at the end of this book to create tokens for use on the map. If you don't want to cut the book, you might want to copy these as well. If you don't like paper units, you can also use commercially available figures or monster erasers.

Misato: Hmm...I don't think there's anything more to say about this section.
Ritsuko: Well, I have a comment about the map. If you're going to make a copy anyway, consider making the copy larger so you have more space to play comfortably. The map is on the inside of the cover.
Misato: If you want to create your own map, copy the blank hex page in the back and draw in your own terrain.
Ritsuko: Right. Besides that, you can also add various things to the existing map.
Misato: I see.
Maya: Senpai, don't forget the "MAGIUS Start Book". They should read it at least once before playing this game.
Misato: Yes, that goes without saying…
Ritsuko: It was so basic that I almost forgot.

● Game flow
The game progresses in the order of NERV Mode → EVA Mode. Furthermore, the NERV Mode is divided into several parts, and the game proceeds as follows.

● NERV Mode
1. Character status part
The Character Status of each character is determined at the beginning of NERV Mode. This is decided by rolling the dice and consulting the appropriate table, then immediately moving to the next part.

2. Angel Appearance part
This part continues until the appearance of the Angel. Each character takes turns performing actions until the Angel appears. When the Angel appears (when it is discovered by NERV), move on to the Sortie part.

3. Sortie part
This is the part where the players decide what kind of action to take against the Angel such as requesting cooperation from the United Nations army, preparing the defenses of Tokyo 3 for interception and calling in Shinji and the other EVA pilots…

After these measures are taken and the EVAs are ready to launch, play moves on to EVA Mode.

The NERV part ends here. The players then compete over disputed pilots after which three of the players exchange the NERV Mode characters for EVA Mode pilots.

EVA Mode

4. Battle part
This is the part where the Evangelions fight the Angels. When this part ends, return to NERV Mode, “Part 2. Angel appearance" again and play until the second Angel is defeated. The game ends when the second Angel is defeated.

Misato: Parts 1 to 3 take place in NERV mode, Part 4 is in Eva Mode.
Ritsuko: Correct.
Misato: So, Part 4 is basically combat. Why is it meaningful to separate it out by calling it EVA Mode? Is it because you’re only able to use Shinji and the other pilots?

Ritsuko: The difference between NERV Mode and Eva Mode does mean different player characters are used, but the biggest difference is "the flow of time" and "actions" that can be taken. These two elements are very different.
Misato: How do you mean?
Ritsuko: You'll understand if you read on. Things are difficult to understand if you don't explain them in order.
Misato: Okay. Got it!

● **Order of play**
The battle order is clockwise from the GM.
When the action of the Angel controlled by the GM and any NPC's (NERV Staff, UN Army, etc.) is over, it becomes the turn of the player to the GM's left, and when that player's turn is over, the next player to the left goes and so on.
The sequence from the GM and continuing to the last player is called one turn.

Maya: This means that the position of the seat you sit in determines the order of action you have in the game.
Ritsuko: Yes. There is no preference to where you sit when you start the game, but it's usually good to keep that order in mind when you sit down.
Misato: Does the game begin as soon as you sit down?
Ritsuko: It's not a boxing match. In this game, events happen on a turn basis. Still, if I dare to say... the difference is that those who act earlier can seize the initiative while those who act later can evaluate the situation and act accordingly.
Maya: Those are certainly big pluses and minuses.
Ritsuko: Right. The rest is personal preference.

● Action points

There are points called "action points" in this game. The characters expend these points to perform actions.
One action uses 1 point.
This applies to both NERV Mode and EVA Mode.
In NERV mode, action points do not replenish unless you use "rest" as an action, but in Eva mode, your Action Points will automatically recover to the upper limit by your next turn.

Ritsuko: This is easy to remember. You have points called action points, and you can use them to act until you run out of them.
Misato: I see. NERV mode and Eva mode are different in how you use and regain action points.
Ritsuko: Yes. In NERV mode, you use one action point per turn. In other words, you can only do one action each turn. On the other hand, in EVA mode, you can use all your actions points in the same turn. In terms of regaining action points, in NERV mode, you have to take the action of "rest" to restore your points, whereas in Eva mode, you recover to the maximum value in the next turn.
Misato: I see. That's great.
Ritsuko: That’s the biggest difference between NERV mode and Eva mode. It’s no exaggeration to say that if you get this rule down, you understand more than 50% of this game.
Maya: That's an important factor.

● NERV character skills

Leader (Mental)

This is a skill for issuing orders to all of NERV, such as strengthening the interception capability and early warning systems. With this skill, you can command NERV as you wish.

Science (Mental)
These are sills related to technology such as weapon preparation and EVA repair. A high level in this skill gives the technician precise knowledge, which will allow him to better prepare and repair weapons.

Work (Mental)
This is a skill that reflects political influence on external organizations such as the United Nations. If this skill is high, the character can put pressure on external organizations, and it will be possible to make them move according to NERV's will.

Ritsuko: We NERV characters have these three skills.
Misato: These skills may be different than the ones you're used to in other games such as strength, charisma and class.
Ritsuko: But these skills are important for managing NERV. Because no matter how strong you are or how good you look, you will not be effective unless you can lead effectively and take decisive actions.
Misato: That's true.
Ritsuko: And though I suppose we should have skills such as shooting and driving, this particular set of rules doesn't cover that.
Misato: But if you run up against a situation that needs a certain skill, you and the GM can always apply a logical way to resolve the matter.
Ritsuko: Yes, that's right.

● **Character status part**
This is the part that determines what the character is doing at the very beginning of the game.
When the game starts (regardless of what month and day), the game always starts at 8:00 in the morning.
For each character, roll two dice and consult the appropriate table below.

Misato Katsuragi
2..... She's at home because of illness. She will stay home until something happens. Point 1.
3~5...Night shift. She is at NERV, but headed home to sleep. Point 3.
6~8... Regular work. She's at home, but is now heading to NERV. Point 6.
9~11……On a business trip outside of Tokyo 3. Point 3.
12..... Off duty. She is relaxing in her apartment. Point 6.

Ritsuko Akagi
2... She's at home because of illness. She will stay home until something happens. Points: 1.
3~5……She's at NERV performing an experiment. Point 4.
6~8…… Regular work. She's at home, but is heading to NERV. Point 6.
9~11…… On a business trip outside of Tokyo 3. Point 3.
12... Off duty. She is relaxing at home. Point 6.

Kouzou Fuyutsuki
2……Sick. Until something happens he'll remain in his quarters at NERV. Point 1.
3~5…… On a business trip outside of Tokyo 3. Point 3.
6~8... Regular work. He wakes up in his quarters in NERV HQ. Point 6.
9~11…… On a business trip outside of Tokyo 3. Point 3.
12.....Off duty. He is relaxing in his room at NERV. Point 6.

Maya Ibuki
2…… She's at home because of illness. She will stay home until something happens. Points: 1.
3~5……She's at NERV performing an experiment. Point 4.
6~8... Regular work. He wakes up in his quarters in NERV HQ. Point 6.
9~11…… She's at NERV performing an experiment. Point 4.
12... Off duty. She is relaxing at home. Point 6.

Misato: That's it for the character state part?
Ritsuko: Yes, that's it. You just need to roll the dice on the appropriate table once.
Misato: Now, remember your location and the action points you have at the start of the game.
Maya: There is a space on the character sheet for recording your action points.
Ritsuko: If you just remember where you are and write down your current action points on the character sheet, this part is over. Let's move on to the next part.
Misato: There are only four parts, so it's pretty straightforward.

Angel appearance part
This part lasts until the Angel appears. Each turn progresses in units of 4 hours, 6 turns a day. A typical day plots out like this…
8:00 (morning/home)
12:00 (lunch/school)
16:00 (Evening/NERV)
20:00 (night/home)
0 hours (midnight/home/sleeping)
4:00 (early morning/home/sleeping)

Information contained in the bracket () shows where Shinji and other EVA pilots during that time. Weekdays and holidays are not specified, but... If you want to stick to the days of the week using a calendar, you can establish weekend and holidays for NERV, home, or out of town.

Ritsuko: The character status part tells you where the NERV staff begins and where the pilots are during the game.

Misato: I see. Where Shinji-kun and the pilots are at any given time in the schedule is reflected in the parentheses ().
Ritsuko: In reality they're probably going to a lot of different places, and there's no way to say for sure this is exactly where they would be, but for the game's sake, Shinji and the others will always be where the parenthetical () note says they are at that time.
Maya: Still, they're lucky they can go home every day. I've been drying my clothes in my quarters for half a year. I never see the sun.
Ritsuko: No problem. The newer dryers also have a sterilizing function.
Misato: Hmm. That's sweet, Ritsuko. Nice attitude adjustment. The benefits of sterilization.
Ritsuko: Well, it's all a state of mind. The world is how you see it.
Maya: Is that why Major Katsuragi's clothes always smell sunshine fresh?
Misato: Ummm.
Ritsuko: You're making Shinji do your laundry, aren't you?
Misato: Uh.
Maya: Ah, abuse of authority. Sly.

● Appearance of the Angel

The GM should roll three dice at the beginning of this part. The result is the "turn when the Angel appears". For example, if the roll is 7, the Angel appears on turn 7, and if it is 9, the Angel appears on turn 9. The Angel will appear at the soonest on turn 3 (all 1) of the game and at the highest 18 (all 6).

Ritsuko: Once it's decided on which turn the Angel will appear, the GM should record that on the "Angel Appearance Column" on the NERV sheet. Then the game proceeds until that turn at which point the GM announces that the Angel has appeared.
Misato: The characters don’t know when that will be right?
Ritsuko: Of course. No ordinary person can predict when the Angel will appear. We’re only human.
Misato: Yes. So, the GM rolls secretly so that the player cannot see it.
Ritsuko: Correct.

● Character Actions

The characters continue to work as usual until the Angel appears. In NERV mode, you can act only once per turn, and you will consume 1 action point each time you act. The number of action points will be carried over into the next turn, so make a note on the character sheet.

In NERV mode, action points can only drop to 0 and will never be more than 6. The lower limit is 0 and the upper limit is 6. If the action point reaches 0, no action other than "rest" can be taken.

You have the following options for action:

1. Detection (Leader/target: 20)
You can take this action when you are at NERV. If successful, NERV's detection ability will be increased by +1. This result can be accumulated, and will increase by +1 every time another character succeeds or you succeed again on the next turn.

2. Prepare for interception (Leader/target value: 20)
You can take this action when you are at NERV. If successful, the intercept ability is increased by +1. This result can be accumulated, and will be increased by +1 every time another character succeeds or you succeed again on the next turn.

3. Prepare weapons (Science/target value: depending on weapon)
Weapons other than progressive knives cannot be used in battle without development or maintenance adjustments. This action can be selected while in NERV, and upon success, the weapon is ready for use. See "Eva Equipment" on page W to see what weapons you have.

4. Place weapon (automatic success)
You can take this action when you are at NERV. This is the action of placing a prepared weapon anywhere on the map. If this action is not taken, the EVA will have to fight the Angel with only a progressive knife. Only a weapon prepared in step 4 above can be placed.

5. Repair EVA and NERV headquarters (Science/Target: 20)
You can take this action when you are at NERV. If any EVA or NERV headquarters are damaged you can take this action to recover the lost HP. If you succeed, HP will be restored by 1. However, HP cannot rise above the upper limit.

6. Communicate with EVA pilots (compatibility/target value: 13)
Available when you are in the same location as the EVA pilots.
If you succeed in communicating with an EVA pilot, the character's mental state will drop by -1 but its compatibility with you will be +1. The results are cumulative, so each time it succeeds, the mental state will be -1 and the compatibility will be +1.

7. Move (automatic success)
You can choose to take this action anytime. It is an action to change location, such as from home to NERV and from NERV to school. While on a business trip, use this action to get back to NERV.

8. Arrange for reinforcements (Leader/target value: 20)
You can take this action when you are at NERV. If successful, NERV reinforcements will be increased by +1. This result can be accumulated, and will be increased by +1 every time another character succeeds or you succeed again on the next turn.

9. Perform an experiment (science/target value: 20)
Available when Eva pilot is in NERV. Experimenting using the EVA's will add +1 to the pilot's mental status if successful. This result can be accumulated and will be incremented by 1 for each success. If you fail, it means that "EVA has run berserk" and the Eva on which the pilot is being tested will receive one die's worth of damage.

10. Rest (automatic success)
You can choose this action anytime. This is an action that results in sleep (rest). No action points are consumed for this action. If you take this action, 4 action points will be added.

Misato: For a table talk game, the choices seem limited.
Ritsuko: That's by design. Do you think that anyone who works for NERV could possibly carry out NERV's mission when they're free to do anything they want?
Misato: True. It would be difficult.
Ritsuko: Exactly. That's why what you can do and the results are simple. Of course, the table talk dialogue is not part of these actions. You don't need action points to talk, so you can talk and plan freely together.
Misato: So it's good to talk in a manner similar to a strategy meeting, and to choose actions based on mutual agreement.
Ritsuko: Yes. The results of these actions will be recorded by the GM on the NERV sheet.
Maya: But what are the NERV values?
Ritsuko: That's explained shortly after this.
Misato: It seems that the fighting is fierce over the characters in the communication part. The more successful the communication, the higher the compatibility, and the more advantageous the "character interaction" will be.
Ritsuko: Yes. However, if you communicate too much, your fighting ability will suffer.
Maya: Shinji-kun's mental situation...The initial value is 3.
Ritsuko: Yes. It can't fall below 0, but if it falls too low, you have no choice but to raise his mental state through tests.
Misato: That seems arbitrary. Can't a well-played communication with a pilot be given a bonus?
Ritsuko: It's a table talk, so that's allowed. When communicating, if you play well, you can be given a bonus of +1 to +3 at the GM's discretion.
Misato: I think it might be advantageous for a person who's good at persuading.
Ritsuko: Like Mr. Kaji?
Misato: Hey. Watch it!

● **NERV Values**

There are four NERV values, and each value has the following meanings.

● **Detection Ability:** The ability to detect the Angels. The higher this ability, the greater the chance of finding the Angel while it is further away.

● **Interception ability:** This is the ability of Tokyo 3's defenses. With this high ability, you will be able to temporarily suppress the actions of the Angels.

● **Reinforcement Arrangements:** The ability to work with the UN forces and others under political pressure. If this number is high, NERV will be able to request troops and N2 strikes when needed.

● **HP:** The strength of NERV headquarters. The initial HP is 100. When this value reaches 0, NERV stops all activities.

Ritsuko: The initial values of "Detection ability", "Interception ability", and "Arrangement of reinforcements" are all 0. These abilities are enhanced by the actions of the NERV characters.
Misato: So it's kind of a building game.
Maya: It's close in a sense.
Ritsuko: In principle, the skills that we NERV characters have can be said to exist only to increase these abilities. In fact, it is not our skill that has any effect on the Angels, but these NERV values.
Misato: So, when judging based on these, the ability value check is (2D).
Ritsuko: Yes. Don't mistake it for skill check.

● **Sortie Part**

When the Angel Appearance occurs, one player representing the group rolls the dice and consults the "Angel Appearance Table" and the "Angel Analysis Table" below.

The "Angel Appearance Table" determines where the Angel appears on the “Interception Map” and the "Angel Analysis Table" determines how much data the players can determine about that Angel.

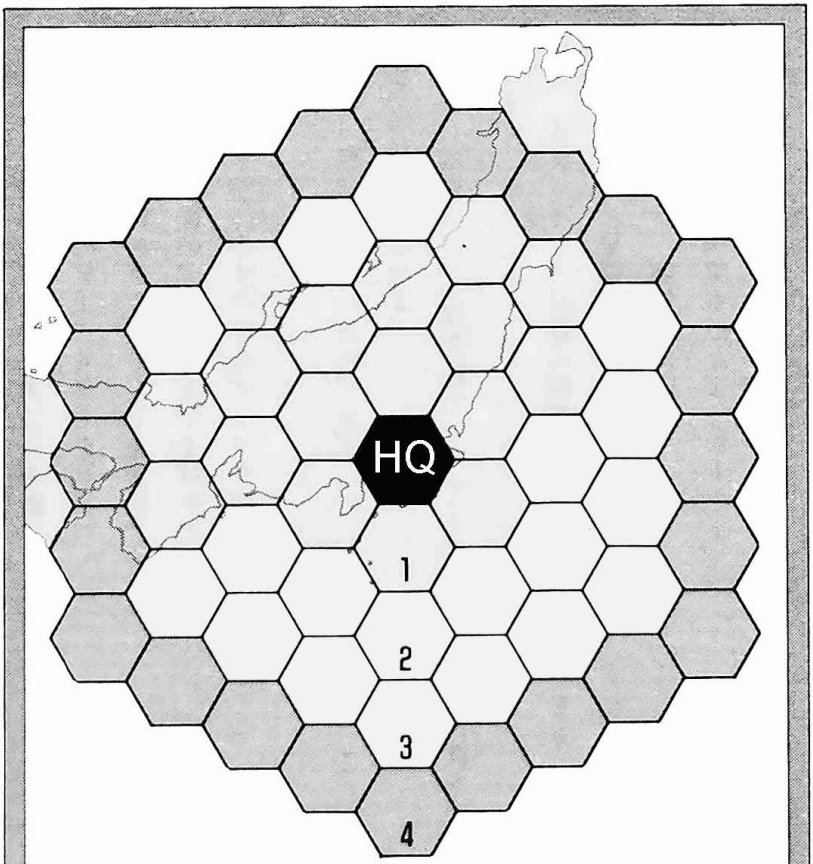
Angel Appearance Table (NERV HQ Detection ability: roll 2 dice)

3 or less... The Angel appears on the hex next to Headquarters with a late discovery! The Angel analysis table is rolled at a penalty of -4.
4~6... The Angel appears in the second hex from Headquarters. The Angel analysis table is rolled at a penalty of -2.
7~10... The Angel appears on the 4th hex from Headquarters.
11~14…The Angel appears on the 6th hex from Headquarters. The Angel analysis table is rolled at a bonus of +2.
15~17... The Angel appears on the 8th hex from Headquarters. The Angel analysis table is rolled at a bonus of +4.
18 or more... The Angel appears on the 10th hex from Headquarters. The Angel analysis table is rolled at a bonus of +6.

The GM places the Angel on the intercept map according to the result. It can be placed anywhere on the intercept map as long as it is the indicated distance. Please refer to the following illustration for how to count the hexes.

Starting with the next turn, the Angel will approach NERV headquarters (Tokyo 3) according to its movement capability.

How to count hexes



If the Angel Appearance Table instruction is to place the Angel in the 4th hex from Headquarters, you may put the Angel's piece in the shaded area in the figure above

Angel Analysis Table (Roll two dice. Add any bonuses from the Angel Appearance Table)

5 or less...You are only able to determine Data 1 about the Angel (its general appearance).
6~8... You are able to analyze the Angel up to Data 2.
9~11... You are able to analyze the Angel up to Data 4.
12~14... You are able to analyze the Angel up to Data 6.
15~17... You are able to analyze the Angel up to Data 8.
18... You are able to analyze all of the data on the Angel.

Ritsuko: When the Angel appears, first roll the dice and consult these tables. For the first table, the "Detection ability" of NERV headquarters will be used.
Misato: Yes. Improving our Detection ability is the way we detect the Angels early.
Maya: And the analysis of the Angels depends on how much time you have to analyze them. Early detection gives you more chances to understand them.
Misato: It's just like when you're sick and need a diagnosis.
Ritsuko: Angels and illnesses are similar.
Fuyutsuki: However, we humans may be the disease.

Once the Angel's appearance has been determined, NERV must be ready to launch an attack before the Angel arrives. When the Angel appears on the map, move to the sortie part.

● **Sortie Part Character Actions**
The actions that can be taken in the Sortie Part are as follows.

1. Prepare for interception (Leader/target value: 20)
You can take this action when you are at NERV. If successful, the intercept ability is increased by +1. This result can be accumulated, and will be increased by +1 every time another character succeeds or you succeed again on the next turn.

2. Prepare weapon (Science/target value: depends on weapon)
Weapons other than progressive knives cannot be used in battle without development or maintenance adjustments. This action can be selected while in NERV, and upon success, the weapon is ready for use. See ``Eva Equipment'' on page 100 for what weapons you have.

3. Place weapon (automatic success)
You can take this action when you are at NERV. This is the action of placing a prepared weapon anywhere on the map. If this action is not taken, the EVA will have to fight the Angel with only a progressive knife. The Eva is automatically equipped with a progressive knife from the beginning, but it is possible to equip up to one other weapon.

4. Repair EVA and NERV headquarters (Science/target: 20)
You can take this action when you are at NERV. If any EVA or NERV headquarters are damaged you can take this action to recover the lost HP. If you succeed, HP will be restored by 1. However, HP cannot rise above the upper limit.

5. Call the EVA pilots (automatic success)
This can be selected when an Eva pilot is not in NERV. If you take this action, you will summon one of the Eva pilots by the next turn.

6. Move (automatic success)
You can choose this action at any time. It is an action to change the location from another location to NERV.

7. Arrange for reinforcements (Leader/target value: 20)
You can take this action when you are at NERV. If successful, NERV reinforcements will be increased by +1. This result can be accumulated, and will be increased by +1 every time another character succeeds or you succeed again on the next turn.

8. Rest (automatic success)
You can choose this action anytime. This is an action that results in sleep (rest). No action points are consumed for this action. If you take this action, 4 action points will be added. If the Angel is still far away, it is important to get a good rest and save energy.

9. Eva launch preparation (automatic success)
You can select this action when you are in NERV. If you take this action, you can launch one Eva at any time.

10. Call in the United Nations Army (reinforcements/target value: 14)
You can select this action when you are in NERV. This basically is "let's hit it with UN Army." If you succeed, roll on the Angel analysis table with a +4 bonus. The UN forces cannot damage or the Angel.

11. Use N2 bomb (NERV reinforcements/target: 14)
You can select this action when you are in NERV. You can request the United Nations forces to use an N2 bomb and temporarily stop the movement of the Angel. How long it will stop depends on the Angel, but it can only be used once on an Angel. The Angel may also increase its power after such an attack.

Misato: The actions after the Angel's appearance are almost the same as the actions before.
Ritsuko: Yes. However, the actions of "Detection", "Communication", and "Experiment" in the Angel Appearance part are lost.
Misato: Well, that's not what we did after the Angel appeared anyway.
Ritsuko: I noticed the rules for "place weapons" also changed slightly. If an Angel appears, in addition to placing the weapons on the map, you will be able to equip the Eva with weapons directly.
Misato: Really? I didn't notice…
Maya: Katsuragi-san……
Misato: Hey... it's a small mistake. You know, there are more important additions, like "calling pilots," "preparing for sortie," "interception by the UN forces," and "N2 bombs."
Maya: But forgetting to equip the EVAs can be a fatal mistake.
Misato: I know... my bad, so don't look at me with such cold eyes.
Ritsuko: Once the Angel reaches the hex at NERV headquarters, we move on to the battle part.

● **Character Competition**
Which player gets to play which Eva pilot is decided by competition.

The method is simple: the players who want that pilot roll two dice and add their compatibility. The player who achieves the highest number gets the Eva pilot, and returns their NERV character sheet to the GM.

If only one player desires a certain pilot, no competition will be held. The player will automatically become that pilot character.

A player who becomes an Eva pilot cannot take any action until moving to the next part. Therefore, if all the Eva pilots are suddenly called and all the NERV characters are returned to the GM, it will be impossible to

do anything until the Angel arrives. Therefore. If the Eva pilot you want to play does not overlap with other players, it is better to remain a NERV character until the end of NERV mode.

Misato: And finally, Shinji and the others are here. That's why the three of us will arrive.
Shinji: I don't see why we only appear when there's fighting...
Asuka: What are you talking about? Preparation's not our job!
Shinji: Sure, but...
Misato: In this part, compatibility with each character is important. For those who want to play Shin-chan, choosing me in NERV mode is an advantage. Asuka too.
Asuka: Well, Misato is taking care of us. But if you had Mr. Kaji, it would be much better than Misato!
Misato: Hey!
Asuka: So, why don't we have Mr. Kaji?
Ritsuko: In terms of compatibility, I can only aim at Shinji-kun. Apparently, I don't seem to be very compatible with Rei or Asuka.
Misato: Rei, do you hate Ritsuko?
Rei: I have no opinion. It simply is the way it is…
Maya: Well, Shinji and all of the pilots have arrived. How about letting the children explain the battle part?
Misato: That's a great idea. After all, they're the characters the players will become in the battle part.
Asuka: Be honest. What's the real reason>
Misato: Well, the truth is we want to take a tea break in the teacher's lounge.

● **Becoming the Pilots**
When the Angel arrives at the headquarters hex on the interception map, the game moves to the battle map.

At this point, Eva mode is entered, and up to three players change to Shinji, Rei or Asuka. One player will remain as a NERV character if four people are playing.

● **Turn Time**
1 turn is 10 seconds.

Asuka: From now on, we will explain on behalf of the elderly!
Shinji: Elderly… I think that's a bad way to put that…
Asuka: Hey. From the perspective of fourteen-year-olds, thirty is old as dirt.
Shinji: But Misato-san over there… she looks pretty good for her age.
Asuka: I didn't see you getting invited to the teacher's lounge..
Shinji: I don't know. I make dinner for Asuka and Misato every day.
Asuka: What, you think that makes you a man?
Shinji: I don't think it's a bad thing.
Asuka: Ugh! It's makes you look like a weakling in the eyes of Misato. Shinji, you need to man up about things!
Shinji: This is why nobody likes you, Asuka!
Asuka: What am I doing wrong! All I'm saying is act like a real man!
Shinji: That's fine for you to say. You're always chasing Mr. Ka…
Rei: ...I should go.
Asuka: Hang on, Honor Student. I'm not done here…
Rei: …This is something that needs no explanation. We were talking about the duration of each turn.
Shinji: Um, right... there are only 10 seconds per turn.
Asuka: That's right... everybody knows that!
Rei: I'm going.
Shinji: Oh, Ayanami.
Asuka: Let her go. That girl may have a gentle face, but she's a cold one!

● Launch Evangelion

During play, the Evangelion is ready to launch and can be activated any time its pilot is present. When you sortie, please use the following EVA start-up table.

The start-up table results are determined by rolling “mental state + 2 dice.”

EVA Start-up Tables

Shinji (Unit 01) EVA Start-up Table

4 or less... Poor synchro. Synchro level is 0.
5~7...Modest synchro. Synchro Level is 1.
8~13...Normal synchro. Synchro Level is 2.
14~16... Feeling uplifted or excited. Synchro level is 3.
17 or more...Excited and dangerous. Synchro Level is 4.

Rei (Unit 00) EVA Start-up Table

5 or less... Poor synchro. Synchro level is 0.
6... Modest synchro. Synchro Level is 1.
7~14... Normal synchro. Synchro Level is 2.
15~17... Feeling uplifted. Synchro Level is 3.
19 or more... There is an abnormality deep in her psychology. Synchro Level is 4.

Asuka (Unit 02) EVA Start-up Table

5 or less... Poor synchro. Synchro level is 0.
6~8... Modest synchro. Synchro Level is 1.
9~11... Normal synchro. Synchro Level is 2.
12~15...Excellent condition. Synchro Level is 3.
16 or more...Excited and dangerous. Synchro Level is 4.

Asuka: Well then, I'm going to start my brilliant commentary.
Shinji: Brilliant?
Asuka: Do you have any complaints?
Shinji: No, no.
Asuka: Good. When you sortie, roll on the appropriate Start Up Table first. Except for conversation, this is a key way that the game is resolved. Follow the instruction based on the results in the table. If you read the books in order, you can do well, even if you're Shinji.
Shinji: What's that supposed to mean?
Asuka: I'm just telling it like it is. To that point, you'll notice that my excellence exudes from my table. I have the widest range of conditions. I may have 4 low chances from 2-5 but I have the most chances to excel too! There are only three for Shinji. And the honor student is more likely to go berserk.
Shinji: But Ayanami seems to be equally stable statistically. And she has the widest range of normal conditions among us.
Asuka: Ha! When it comes to fighting the Angels, it's best to be in better condition than in normal condition. It's more important to be outstanding!
Shinji: So...is that right?
Asuka: Of course it is!

● **Synchro Level**
The "Synchro Level" shows how closely the Pilot (player character) and Evangelion are in tune.

There are 6 Synchro Levels from 0 to 5, and the pilot's state changes at each level.

Synchro Level is determined at the beginning of the combat part, but can change during combat.

Synchro Level Table
Level 0: Action points: 0. The EVA does not react.
Level 1: Action point: 1. The operation is slow. The synchronization rate is low or the pilot is not accustomed to the EVA.
Level 2: Action points: 2. Normal operating condition.
Level 3: Action points: 3. High operating condition. Ideal synchronization.
Level 4: Action points: 4. There is a risk the EVA will run berserk. This can happen when the pilot is agitated or has mental anxiety.
Level 5: Action points: 10. Berserk state. The EVA goes out of control. This is a dangerous state where the pilot's mental pollution is a concern.

Asuka: You see, Synchro Level 3 is described as ``ideal synchronization.''
Shinji: But the sync level may change during the battle...
Asuka: Ugh. You are so small minded. Synchro Level = Action points. Make a note of this on the character sheet... The bigger the better
Shinji: But if it's too big...
Asuka: Big is always better!
Shinji: I'm not so sure.
Asuka: Of course you don't!
Shinji: I don't understand?

Rei: ... I'm back. Perhaps you would like me to explain. The joke is getting old.
Asuka: It's embarrassing that you just calmly come back and call it a joke.
Shinji: You were joking...?
Asuka: You Japanese have no sense of humor!
Shinji: Us Japanese?

● **Action points**
In the Eva part, the action points are completely consumed every turn. All actions (battles) are done by using the "Sync level" to determine the "action points" and you can act as many times as you want within that point range. Also, the action points will be restored to the upper limit value in the next turn.

Since the action points determined by the sync level are the maximum points that can be used in one turn, it is not possible to save them and use them in the next turn.

For example.
Even if a sync level 2 (action point 2) character finishes the turn using only one point, he/she cannot add the one unused point to the next turn's total making it three points. In this case, the maximum number of action points that can be used in one action is 2.

Also, the NERV character in battle mode always has only 1 action point. In other words, that person can only take one action per turn.

Asuka: As Misato said a while back, this is the biggest difference between the NERV part and the Eva part. Besides this, it doesn't hurt that 4 hours per turn changes to 10 seconds per turn.

Shinji: It's a hindrance... I think it's quite different between 4 hours and 10 seconds.
Asuka: Are you stupid? The game is turn-based. I'm not telling the players they can do something in 10 seconds that normally takes 4 hours.
Shinji: Okay then.
Asuka: Good. Changing the rule about action points is important for the flow of the game, and it does not matter that the time scale is different.
Shinji: Is that so?
Asuka: That's right! It's really stupid that you don't know that either.
Shinji: I don't think you have to tell me so much.
Asuka: I'm just telling you you're stupid, idiot. Do you have something to add, Honor Student?
Rei: No.

Effect of increased action power (Double Power)
One action usually consumes one action point. However, some actions can be enhanced by spending two or more points on that one action.

For example, an EVA's punch attack usually deals damage of 1D, but by using additional action points for this punch attack, you can increase the effect of 1 die up to 3 x damage by consuming 3 times as many action points. This is called "Double Power" or "Triple Power" depending on the number of action points utilized.

Asuka: To be clear, this is the most effective combat rule. You can take down most any Angel by making good use of this rule.
Shinji: Oh.
Asuka: The most obvious advantage is the damage. Even if you manage to hit 3 separate punches, doing 1~6 damage three times, if this is an Angel that absorbs 2 points of damage, the worst will be 0 and at most all 6 will only do 2 points of damage. Do you follow so far?

Shinji: Um, yeah.
Asuka: However, if you use triple power, this amount, will be 3 times 1~6 which is 3~18! So even if the Angel absorbs two points, you can still deal at least 1 point and up 16 points of damage at once!
Shinji: But, isn't that why you want to swing three times in one turn? Maybe you lose a lot instead of a big hit, but your odds are better of hitting?
Asuka: Why the hell are you always worried about failing? Are you a man or not?
Shinji: It's a problem for both men and women...
Asuka: Being a weakling is a problem for both men and women. Where are you going First?!
Rei: I'm going ahead to the next section.
Asuka: Hang on! Wait a minute!
Shinji: I think it's better to move things along.
Asuka: I know! It’s because everyone is so selfish.

● **Eva boarding character data**

The EVA's performance is based on the following: Body, technique and HP is for the EVA, mental is the ability of the pilot. Skill is a measure of how much the pilot can bring out the performance of the software installed on EVA.

● **Shinji (EVA Unit 01)**

Ability/Body: 9 Mental: 7 Technique: 8 HP: 24
Ability / <Handheld weapon: 1> <Firearm :2> <Avoidance: 1>
Basic destructive power: 1D
Basic Defense: 3
Initial mental state: 3

● **Rei (Eva Unit 00)**

Ability/Body: 7 Mental: 9 Technique: 7
HP: 17
Skill / <Handheld weapon: 1> <Firearm: 1> <Avoidance: 3>
Basic destructive power: 1D
Basic Defense: 3
Initial mental state: 3

● **Asuka (Eva Unit 02)**

Ability/Body: 10 Mental: 12_ Technique: 8 HP: 20
Ability / <Handheld weapon: 1> <Firearm :2> <Avoidance: 1>
Basic destructive power: 1D
Basic Defense: 3
Initial mental state: 3

● **Eva (pilot) Actions**
Next, I will give you a list of character actions.

1. Sortie (automatic success)
This is an action to sortie out from NERV headquarters. You can spawn from any hex marked with an "E" on the map. If you take this action, no matter how many action points you have, your action will end automatically. There is no double power for this action.

2. Move one hex on the map (automatic success)
This is an action to move one hex on the map. Eva, which has a human form, can move in any direction it likes, without worrying about changing direction. There is no double power for this action.

3. Prepare weapon or item (automatic success)
This keeps your weapons and items ready for use. This is also the case when picking up a falling object or receiving an item from a building. There is no double power for this action.

4. Attack your opponent (handheld weapon penalty/target value: enemy avoidance)
Attack your opponent with a weapon other than a punch, kick, or gun. If this action is doubled, the power doubles. In other words, double power will double damage, and triple power will triple damage. This action can only be taken when enemies are in adjacent hexes.

5. Shoot a gun (Firearms | Weapon Penalty/Target: Enemy Avoidance)
Shoot an opponent with the prepared gun. If this action is doubled, the hit power is +4. In other words, double power will be +4, and triple power will be +8. There is no change in damage. This action can only be done when the enemy is within range of the gun.

6. Use item (depends on the item)
Use the prepared item. Whether the effect of double power applies will depend on the item. This includes actions such as throwing an item and passing it to a friend. In this case, it will be automatically successful. You can throw an item up to 4 hexes.

7. Secure Item or Weapon (automatic success)
This is the case when putting a prepared gun into a holster or putting a knife into a pod. There is no double power for this action.

8. Hold down the Angel (hold down / target value: Angel's avoidance)
This is an action to suppress the Angel. A restrained Angel can no longer move and has an evasion of -6. You can attack while holding it down... but the Angel's ability to move is limited, and his attack ability is not blocked. Therefore, the EVA which suppresses the Angel is in danger of being exposed to the Angel's attacks. This action can only be taken when enemies are in adjacent hexes. Also, there is no double power.

9. Expand AT field (automatic success)
Neutralize the AT Field of the Angel by deploying your own AT Field. Angels with an AT field have high defense power, so it is difficult to damage them without taking this action. To neutralize the Angel's AT field, you must be in the hex next to the Angel. Once released, the AT field will not be redeployed unless you leave the EVA.

10. Repair (only when sync level is 4 or higher/automatic success)
Restores 5 HP of Eva. If this action is doubled, the number that is recovered will double. In other words, if you double the power, you will recover 10 points, and if you triple the power, you will recover 15 points.

Asuka: Hah... I finally caught up. What do you think you're doing, First?
Rei: Commentary. Something that we have to proceed with.
Asuka: Yes, I'm sorry! It was so bad to get caught up in details!
Shinji: So...those are 10 things we can do in battle.
Asuka: By using action points. But just like in NERV mode, you don't need any points to talk. It's not a hassle to use a communication device.
Shinji: That's right. ……Ah, but you seem to need to use a point to drop an item, but …… Is it also the same for throwing it away? The gun after shooting is like this…Opening your hands and dropping it?
Asuka: Of course! But I wasn't talking about that. Conversation does not need points.
Shinji: Okay. I get it.

● **Free Movement Points**
Each EVA can move 2 hexes regardless of its action points. In other words, even if an EVA's action points are 0, it can still move 2 spaces. Thus if it has 2 Action Points, it may move 4 hexes in one turn.

Asuka: This is just as important as double power. After all, you can move 2 hexes for free, after which you must use action points.
Shinji: It's kind of weird when it happens for free.
Asuka: What's wrong with a bonus?
Shinji: It's just weird.
Asuka: Anyway, both Eva and the Angel act with action points, but the Angel has no double power and it doesn't get to move two hexes for free. So these two distinctions are important! Get it?
Shinji: Uh, yeah.

● **NERV character Actions**

1. Place weapons (Leader or Science/Target: 23)
You can select it when you are in NERV. You can spawn a prepared Eva weapon anywhere on the map.

2. Prepare for EVA's sortie (Leader or Science/Threshold :23)
If you are not ready to launch at this point, you must hurry to get ready to launch. However, it is not possible that the Angel was appearing but did not prepare anything, so this judgment is a judgment to decide when "ready to start". After this check is successful, you can launch Eva at any time (if you have a pilot).

3. Call Eva pilots (Leader or communication/target value: 23)
At this point, Eva pilots should already be moving towards NERV. Therefore, this roll only determines when each will arrive. If this roll is successful, a “character battle” will be conducted, and then the related EVA can be sent out at any time (provided that it has been made ready to sortie).

4. Arrange for reinforcements (Leader/target value: 23)
You can select this when you are in NERV. If successful, NERV reinforcements will be +1. This result can be accumulated, and will be increased by +1 every time another character succeeds or you succeed again on the next turn.

5. Prepare for interception (Leader/target value: 23)
You can take this action when you are in NERV. If successful, the intercept ability will be increased by +1 until the battle part ends. This result can be accumulated, and will be increased by +1 every time another character succeeds or you succeed again on the next turn.

6. Interception by the United Nations (NERV reinforcements/target value: 14)
This is an action of "we will hit it the United Nations troops for the time being", and if you succeed, you can gain -1 action point of the Angel for the next turn. If an Eva is in a hex next to the Angel and fails to perform this action, the Eva's action point is increased by 1. This action can only be used 3 times during the battle part. This is because the United Nations forces have already been wiped out by the Angel.

7. Interception by Tokyo 3 (NERV interception posture/target value :14)
This is the action of attacking the Angel with interception weapons covering almost the entire area of Tokyo 3 (the battle map), if you succeed, you can set the action point of the Angel -1 for the next turn. If Eva fails to take this action while in the hex next to the Angel, Eva's action point is reduced by -1.
This action cannot be used when NERV's HP is 50 or less. In addition, the action point of the Angel cannot be reduced to 0 by this action.

8. Eva recovery (automatic success)
When EVA becomes incapacitated, this action is used to promptly collect and return it to NERV headquarters. If all players are EVA pilots, the GM can take this action instead.

9. Intensive care for EVA pilots (Science/ target: 23)
If an Eva pilot is injured, intensive treatment of the medical machine forcibly restores consciousness by drug administration. This action makes the EVA Unit ready for sortie again.
If this action is successful, treatment heals 1 HP per turn until it becomes 0, then the Eva pilot can manage to move again.

10. Encourage Eva pilots (each compatibility / target value: 16)
This is an action to encourage and support EVA pilots when their synchro level drops too low. If this action is successful, the EVA pilot's sync will be synchronized. The level is increased by +1. However, the maximum rise is up to Synchro: Level 2, so if the Synchro Level is already 2 or higher, no effect will be displayed. Since compatibility is an ability value, it is not a skill check but an ability value check.

Asuka: This is the action list for NERV characters who remained in headquarters. When you play with four people, there is always one left.
Shinji: Is it okay for a pilot to remain at headquarters intentionally?
Asuka: What?
Shinji: Depending on the circumstances, it might be advantageous for someone to stay with NERV to support the other units, rather than becoming an EVA pilot, depending on the situation.
Asuka: I'm not sure you can. And why would you want to do that, when you are fighting characters?
Shinji: I'm sorry. But I didn't see it written anywhere...
Asuka: It's not like it's hard to understand.
Shinji: But this is a commentary, so I think it's bad if we don't explain it properly.
Asuka: Oh, I get it! It’s a way to be a coward if you’re Shinji.
Shinji: I'm not worried about that! I just want to know is it’s possible for EVA pilots to do it if no one else is available and then to sortie out later? Just like if I was injured and the treatment was over and went back out later?
Asuka: It doesn’t say that you can do it!
Shinji: But the rules about injury haven't come out yet.
Rei: It's in the back.
Shinji: Right, right. Whatever.

● **End of the Battle Part**
The battle part ends when either of the following situations occur.

1. The Angel is defeated (Victory)
Once you defeat the Angel successfully, return to the normal "Angel Approaches!" rules.

2. All the EVAs are destroyed (Defeat)
If all of the EVAs have been defeated, refer to the rules. Whether or not the game is over depends on the scenario.

3. NERV headquarters has been destroyed (complete defeat)
If NERV headquarters is destroyed, the human race is completely defeated and the game ends.

Asuka: Even if there are only two players and somebody stupidly only sorties out with Shinji and the honor student instead of me and those two EVAs were destroyed there's still a chance thanks to me..
Shinji: You're thinking pretty highly of yourself.
Asuka: I'm only stating facts!
Shinji: I'm sorry. What?
Asuka: If all the EVAs that were dispatched are HP 0... that is, they can't act, the Angel will head straight for NERV headquarters and start attacking. It's trying to kill NERV headquarters. The NERV side would somehow manage to launch the last EVA.
Shinji: Uh, maybe.
Asuka: It's important to note that we Eva pilots are already at NERV, so no action is required to call us. Instead, you have to re-prepare the EVA to sortie. I wonder if I have to roll on the start-up table again to sortie.
Shinji: Of course you would.
Rei: If you're done, we should move on to the rules for battle.
Asuka: Oh, don't get your panties in a bunch, honor student!

● About battle method

The combat related EVA skills are "Accuracy", "Evasion”, "Damage”, and Damage. They have the following meanings.

Accuracy: This skill reflects your ability to hit an opponent with an attack. To hit the enemy in combat take the sum of the rolled dice plus your Accuracy skill, minus the opponent's Evasion ability. If you win, your attack hits and reduces the opponent's HP by the amount of damage of the weapon.

Evasion: This skill reflects your ability to evade an opponent’s attack. If you win, you avoid the attack.

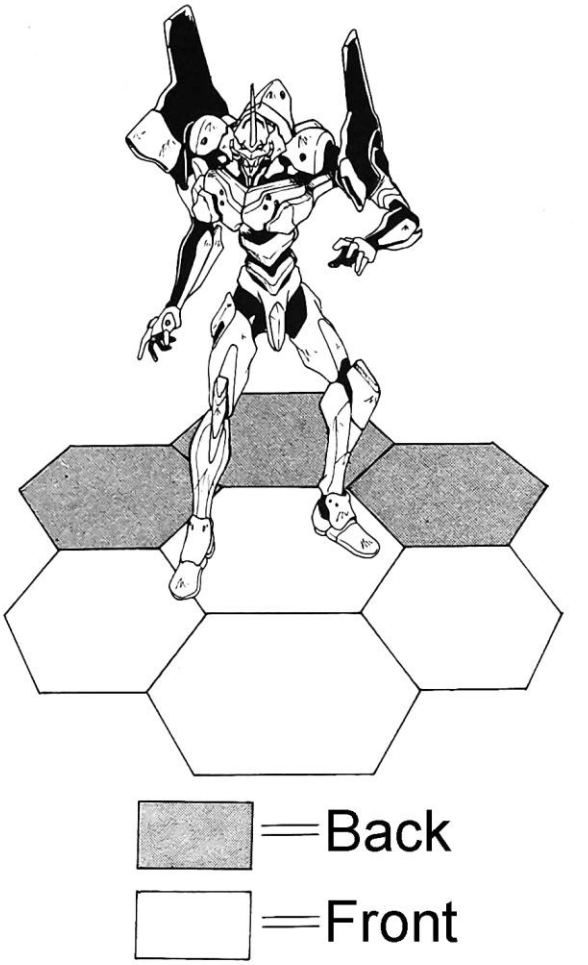
Damage: This reflects the damage done to an opponent when an attack hits. Damage varies depending on the weapon, so please see the data of the weapon used. When nothing is equipped (punch, kick, etc.), the damage is one die (1D).

Defense: This reflects an ability that can reduce the damage received from an opponent when an attack hits. For example, if you have a Defense of 3, you can offset up to 3 damage. In this case, if you receive 5 damage, your HP will only be reduced by 2 points. Regardless of skill, the EVAs and Angels have fixed Defense ratings.

Asuka: This is super simple. When attacking, check your skill with accuracy. If it hits, it will deal damage per the attack method. When defending, use skill check with evasion. The defense power is subtracted from the damage that was going to hit, and only what is left damages your HP. The style of combat in this RPG is that basic.
Shinji: It sounds too simple.
Asuka: Why can't it be simple?
Shinji: I'm sorry.

Asuka: If the attack and defense have the same number, the damage is deflected.
Shinji: Yeah.
Asuka: Of course, seeing that the EVA's basic destructive power is one die (1 to 6), it’s easy to think that someone with Misato’s hit points could survive an Angel.
Shinji: I don't think so.
Asuka: Some people out there might think that! The truth is that this system simplifies EVA's destructive power by representing it with one die to make it easier to play the game. The real damage from the EVAs and the Angels is actually a thousand times more. Therefore, if a human receives an EVA's punch, that person will take at least 1,000 damage, and if it’s the max, that’s 6,000 damage. No matter how strong Misato is as a human, no matter how hard she fights against the EVA, she won't win. So don't think a human could confront an Angel!
Shinji: Nobody thinks that.
Asuka: What did you say?
Shinji: I'm sorry, nothing...
Rei: I also think that no one thinks that.

About the Front and Back



● **Front and back defense**
As shown in the diagram on the previous page, the three hexes in front of the EVAs and the Angels are called the front, and the other three hexes on the opposite side are called the back.

There are no penalties when you are attacked from the front, But when and EVA or an Angel is attacked from the back, it incurs a penalty. Also, Angels generally seem to be more fragile in the back than in the front. The EVA can be freely moved 360 degrees during its pilot's action, but once that players action is over, it cannot be reoriented until the next turn. Likewise once an Angel's turn is over, it remains fixed in its current direction until its next turn.

Asuka: You can move the EVA freely when it's your turn, but when you're done, you can't move until the next turn. So, unless you don't have a choice, keep your EVA facing the Angel when your turn ends.
Shinji: Yeah... that makes sense.

● **EVA Pilot Skills**

Hand-held weapon (technique)
Progressive Knife or Sonic Weapons. Skills for manipulating weapons such as Glaives and Aces that you can hold and swing around. The numerical value combines the technique and skill level to determine the Accuracy, while the damage depends on the weapon. Attacks with bare hands (such as punches and kicks) are also controlled by this skill.

Firearm (technique)
Pallets Guns and other ranged weapons, such as Sniper Guns and Positron Rifles. The numerical value combines the technique and skill level to determine the Accuracy, while the damage depends on the weapon.

Evasion (technique)
Skills to avoid attacks. Evasion is a value that combines the level of technique and skill.

Hold Down (body)
Skill to hold down the Angels by force. A numerical value that combines the level of the body and skill to determine Accuracy. If successful, it can suppress the Angel.

Asuka: The combat software installed in the EVA can be roughly divided into the above four skills. The pilot's skill level in each is a numerical value that tells you how well they can bring out the software's performance.
Shinji: It's not like we personally have all these skills.
Asuka: That's right. A cute girl like me certainly doesn't have the same "hold down" skill as my strong Unit 02.
Shinji: I certainly can't picture you pinning anyone down, Asuka.
Asuka: What?
Shinji: Sorry.
Asuka: I'm talking about a feature of the EVA. Can you imagine someone like the First over there overwhelming an opponent with a body like hers?
Shinji: Ummm…
Rei: ...
Shinji: ...
Asuka: What are you looking at?
Shinji: ...I'm sorry, I can't imagine.
Rei: Why are you apologizing?
Shinji: I… I'd rather not say…
Asuka: Ugh! I'm moving on to the next section! And I don't want to hear a peep out of either of you as I talk about equipment.

● Eva Equipment

Eva equipment list. Each piece of equipment is described using the following data.

"How to read equipment data"

Name
Preparation: The target value required to "ready" the equipment.
Classification: Indicates which skill is required to use this equipment.
Accuracy: When using this equipment, the hit power changes by this number.
Range: The range of the weapon. Weapons with a classification of "knife" are always 1 (cannot be used unless in a hex adjacent to the enemy).
Damage: Damage when using the weapon. 1D means one die, 2D means two dies. 2D+3 means that the value obtained by adding 3 to 2 dice is the damage.
Uses: The number of times the equipment can be used. There is no limit to the number of times that a weapon that is classified as "knife" can be used.
Description: Weapon descriptions and other supplements.

Progressive knife

Preparation: Not required as standard equipment
Classification: Handheld weapon
Accuracy: ±0
Range: 1
Damage: 1D+2
Uses: No limit
Description: A standard combat weapon for every EVA that cuts substances using high-vibration particle blades at the molecular level.

Sonic Glaive
Preparation: 22
Classification: Handheld weapon
Hit Correction: -6
Range: 1
Damage: 1D+3
Uses: No limit
Description: A progressive knife that has been modified into a Glaive (a spear-shaped weapon) with slightly increased power. It's a long thing, but it does not have the reach of firearms, so it's range is still only 1.

Smash Hawk
Preparation: 24
Classification: Handheld weapon
Accuracy: -2
Range: 1
Damage :1D+3
Uses: No limit
Description: A progressive knife that has been modified into an ax with slightly increased power. It takes more time to prepare than Glaive, but the advantage is that it is easier to handle.

Palette Gun
Preparation: 23
Classification: Firearm
Accuracy: -6
Range: 4
Damage: 2D
Number of uses: 8
Description: This gun shoots depleted uranium ammunition using an electromagnetic rail. Its power is not that great, but it is the most used

weapon and does not require much preparation. It spits out twenty to thirty bullets per burst.

Positron Rifle
Preparation: 25
Classification: Firearm
Accuracy: -8
Range: 6
Damage :2D+4
Number of times used: 4
Description: This is a portable positron cannon. Although it is powerful, it takes time to prepare because of its complicated nature. Also, because the barrel is heavy, it is not often used.

Large Positron Rifle
Preparation: Special (see explanation)
Classification: Firearm
Accuracy: -16
Range: 16
Damage: 3D+20
Number of uses: special (see description)
Description: A special large weapon created by NERV using a modified Strategic Self-Defense Force self-propelled positron cannon. In order to prepare this weapon, you must first achieve a target value of 2 with NERV reinforcements and obtain a self-propelled positron gun. After that, prepare for the target value of 5. There is no limit to the number of times it can be used, but you can only shoot once every three turns. Also while engaged in shooting, an EVA equipped with the Large Positron Rifle cannot dodge or move.

Sniper Gun
Preparation: 25
Classification: Firearm
Accuracy: ±0
Range: 4
Damage: 2D
Number of uses: 8
Description: By incorporating high-speed targeting software, the Sniper Gun aims precisely and quickly.
It can be used like a Pallet Gun.

Shield
Preparation: 23
Classification: None
Accuracy: None
Range: None
Damage: None
Number of uses: (special)
Description: This is a shield that has been modified from the bottom heat shield of an SSTO. When equipped with this shield, it will take on all frontal attacks. The shield has a defensive power of 3 and HP of 20. When HP reaches 0, the shield will break and further damage will impact EVA.

● State Change

A Pilot's synchro level may change due to the following situations. If you fall into the next state, roll on the "State Change Table". The "State Change Table" varies depending on each character.

Conditions for Shinji to use the state change table...

Unit 01 suffers damage for the first time
Remaining HP becomes 5 or less (roll +2)
Another Eva has been defeated (roll +6)

Shinji's state change table (roll two dice, and add modifiers)

2… Losing spirit. Synchro Level drops by -2.
3~4... Synchro level drops by -1.
5~6...No change.
7~9... Concentration is improved. Synchro Level increases +1.
10~12... Almost selfless. Synchro Level increases +2.
13 and above...Excited state. Synchro level increases +3.

Conditions for Rei to use the state change table...

The remaining HP of Unit 00 becomes 5 or less
Asuka was defeated (roll +2)
Shinji was defeated (roll +6)

Rei's state change table (roll two dice, and add modifiers)

3 or less... Faint. Rei becomes incapable of action and the EVA must be recovered.
4~5... Injured and painful. Synchro level drops by -1.
6~9...No change.
10~14... Concentration is improved. Synchro Level increases +1.
15 or more... Rei can't control herself. Synchro Level increases +3.

Conditions for Asuka to use the status change table...
Unit 02 was damaged for the first time
Remaining HP drops below 5 (roll +2)
Rei was defeated (roll +2)
Shinji was defeated (roll +4)

Asuka's state change table (roll two dice, and add modifiers)
2… Losing spirit. Synchro level drops by -2.
3~4... Synchro Level drops by -1.
5~6...No change.
7~12... Concentration is improved. Synchro Level increases +1.
13~15... Almost selfless. Synchro Level increases +2.
16... Something bursts. Synchro Level increases +3.

Asuka: When we meet a given condition, our sync levels may fluctuate. Well, at least I'm the most stable one here.
Shinji: Is that so?
Asuka: Don't be jealous. Speaking of dissatisfaction, you should be upset, First... Shinji has it easier to synchronize than you.
Rei: And you.
Asuka: True, but your numbers are higher, honor student.
Rei: It doesn't matter, it's that kind of thing.
Asuka: Hey, where are you going now?
Rei: I'm moving ahead.
Asuka: Oh, hey...are you running away?

● **Runaway (Berserk)**
When an EVA runs out of control, it will try to destroy everything around it.
First, if there is an Angel, it will attack the Angel, and once the Angel is destroyed, it will attack any other EVAs. If there is no Angel or Eva, it will attack NERV headquarters.

A runaway EVA will attack with its bare hands without using a weapon, but if it is adjacent to the opponent, it will carry out a double-power attack using any number of action points. In addition, it will also try to self-repair.

However, if the power cord is disconnected by NERV at the same time as the EVA goes berserk, the runaway Eva can only be active for 1 minute (6 turns).

The GM controls the runaway Eva.

Asuka: If this happens, we can't do anything about it. It’s all up to the GM.
Shinji: That's right.
Asuka: You two must get awfully tired of having your EVAs runaway. Or maybe you enjoy it, runaway pair.
Shinji: Who the hell are you calling a runaway pair?
Asuka: Shinji and the First! I've never let my EVA runaway.

● **Critical success and Critical failure**
When performing an action roll, depending on the numerical value, there are situations in which you will never succeed no matter how high you roll, or situations where you can't fail no matter how poorly you roll. If you roll doubles sixes, it will be a "Critical success", and if you roll doubles ones, it will be a "Critical failure".

Critical success means that the action roll always succeeds no matter how high the target value is, and critical failure means that the action roll always fails even if the target value is lower.

Critical success and critical failure are applied when the ability check roll for 2D are both 6 or both 1 and the for 3D when the two of the three dice are 6 or 1.

If you make a critical success when determining accuracy in battle, you can ignore the defense of your opponent and immediately deal damage.

Also, if you make a critical failure during Evasion in combat, the EVAs umbilical cable will be disconnected, and you will only be able to operate for up to 5 minutes (even if all energy sources are fully mobilized). If you have already severed the umbilical, your defenses will be ignored and the opponent immediately hits you.

Asuka: For those who don’t know, the umbilical cable is the power cord on the Eva.
Shinji: Uh...what if the attack and evasion rolls were both absolute successes?
Asuka: The answer is simple. Roll again.
Shinji: Oh, yeah.
Asuka: Right.

● **Pilot injury**

When the Eva's HP reaches 0, the extra damage extends to the Eva pilot.

For example, if the Eva has only 3 HP left (once the defense is subtracted) and receives 7 damage, the remaining 4 damage will fall on the pilot.

Pilots who have receive damage are required to have 4 hours of treatment (one turn in NERV mode) for each point. This means absolute rest. In other words, if you take 4 damage, that character will be unavailable for 4 turns.

Asuka: It doesn't matter what they say, if I was fighting the first Angel, and I was injured... If I entered a combat turn during treatment, I wouldn't give up.
Shinji: But I wonder if it's possible to do something because you're in "intensive care."
Asuka: You idiot? Did you read the explanation of intensive care? Forcibly recover immediately where it normally takes 4 hours. Just thinking about it hurts!
Rei: I can't help it but... in an emergency.
Asuka: It's always an emergency.
Rei: I can't help the way I am.
Asuka: Uh... sometimes you scare me.

● **Points (score)**

This game is strictly "win or lose" unlike other RPGs with "level up" and "campaigns". Players earn points each time they play. The player with the highest number of points wins after the second Angel is defeated.

How to earn points.
Damage the Angel (1 point for each damage done)
Repair EVA or NERV (1 point for each success)
Reduce 1 action point of the Angel using the United Nations army and interception system (1 point)
Put a weapon in the "ready" state (1 point for each ready state)
Succeeded in communicating with an EVA pilot (1 point/success)
Succeeded in an EVA experiment (1 point for each success)
Encourage an EVA pilot (1 point for each success)
Land the killing blow on the Angel (2 points)
Successfully act in character (1 to 3 points at the GM's discretion)

Asuka: This is the last commentary in Chapter 2.
Shinji: Nothing else?
Asuka: One thing... EVA in a runaway state is under the GM's jurisdiction, so even if you defeat the Angel, you don't get a point.
Shinji: That's fair.
Asuka: All you have to do is make a note of the points you got in the points section of the character sheet. In Japan, it is common to use the "plus" character for units of 5 points.
Shinji: Uh, yeah.
Asuka: Of course, I'm the one who can easily earn points, so it's best to target me during the character competition. Should we say goodbye?
Rei: This is the end of Chapter 2. Goodbye.
Asuka: That's a little bit abrupt, First. What a surprise!
Shinji: She's already gone.
Asuka: But we're not even done. Rude.
Shinji: You're not one to say that about anybody else, Asuka.

Chapter 3

Explanation of the ANGELS

● Explanation of the Angels

In this chapter, we will introduce the Angels that appeared in the Evangelion series, their data, how to make original Angels, and how to use them.

It is not necessary for players to read this chapter. Only GMs and players who are particularly interested should read it.

Ritsuko: We've taken a good rest. So, from here on, the elderly team will do our best.
Misato: Remember this when you get old, Asuka.
Maya: Well, let's forget about age. They are still children.
Misato: Maya... Are you worried about being the youngest of us?
Maya: No, I mean it.
Ritsuko: Misato, if you get angry, you'll get wrinkles between your brows.
Misato: Uh...
Fuyutsuki: From my perspective, you're all children.

● **How to read the Angel data**

The Angels are described using the following data.

Data 1: Morphology. This data describes what the Angel looks like. They are distinguished by their rough appearance, such as humanoid, spherical or animal shape.
Data 2: Method of attacking enemies at close range.
Data 3: Accuracy and Damage of Data 2.
Data 4: Angel's Evasion ability.
Data 5: Front defense/back defense/AT Field defense strength when the AT field is up.
Data 6: Angel's action points (action point value).
Data 7: Special abilities such as attacks against enemies at range and special defense methods.
Data 8: A description of data 7.
Data 9: Angel's routine. How the Angel behaves related to Data 1~5.
Data 10: Weak points of the Angel.
Data 11: Angel's Evasion in NERV mode.
Data 12: HP of the Angel.

Ritsuko: There are two types of data on the Angels. Of these data, let the player know only the data analyzed by the apostolic analysis table.
Misato: Well, I don't know how to attack when I actually fight.
Ritsuko: It's possible that it's too late...
Misato: Yes, yes.

● **About the Angel's Routine**

Angels often act according to a routine. The routine has a maximum of 5 priorities listed from 1 to 5, where 1 is the highest priority.
The Angel first wants to pursue action 1, and when it is impossible, action 2, if it is also impossible, then action 3 and so on.

Ritsuko: Originally an Angel with a more complicated behavior pattern, but...I think there are five limits in the game.
Misato: The limit, if there are five, makes me feel better.
Ritsuko: Well, even Misato can be routinely composed of four: 1 drinking, 2 sleeping, 3 eating, and 4 bathing.
Misato: What's that supposed to mean?

● Attack on NERV headquarters
If no EVA is on the battle map, the Angel will act in the following routine.
1. Approach NERV headquarters.
2. Attack ERV headquarters with data 2.
3. Attack NERV headquarters with data 7.

Ritsuko: This is easy too. Without an EVA to attack the Angel aims for NERV headquarters.
Misato: When it arrives, it will attack with its melee combat ability (Data 2).
Ritsuko: Yes, and if the Angel does not have the melee ability, it will attack with its special attack (data 7). Easy, right?
Misato: Well, that's about it.

● N2 Bomb Attacks
When attacked by an N2 bomb, the Angel always suffers 20 damage to HP. This damage is recovered by 11 every 4 hours, and when the HP reaches the upper limit, the Angel starts activity again. When an N2 attack occurs, the Angel grows according to the "Angel Growth Table." It is not necessary to let the player know the result of the "Angel Growth Table". Only when the players roll successfully on the "Angel Analysis Table" due to attacks by the United Nations forces, can they learn this new data.

Angel Growth Table (roll two dice)

2… The Angel's action points (data 6) increase +3.
3~4... All defense power (data 5) is increased. Defensive power increases +2.
5~6… Ability to attack at short range (data 3) increases. Accuracy +3 and damage +2.
7... No change.
8~9... Ability to attack at long distance (data 8) improves. Range distance +2, damage +3.
10~11... All attack methods deal damage. Damage +3.
12… The Angel's action points (data 6) are doubled.

Ritsuko: The N2 bomb strike plays a significant role in buying time, but it also has side effects. It's the same as powerful medicine being bad for your health.
Maya: There is only a 16.66666666% chance that the Angel will not power up with N2 lightning. I think those odds are bad.
Ritsuko: There are still situations in which you have to use it.
Misato: That's a difficult choice...

● About the actions of the Angel

Movement
When the interception map is used, the Angel approaches NERV headquarters by 1 hex each turn.

When the battle map is used, it moves using action points like an EVA. However, the Angel does not get the two free movement points. It can only move and take other actions within the range of its action points.

Misato: The bonus of movement and double power are my proprietary patents. They can't be used by an Angel.
Ritsuko: But EVA is pretty restrained to be able to control it manually. If you look only at the basic performance, the Angel is usually better.
Maya: But double power and movement bonuses are enough to compete.
Misato: Normally, the theory is to compete with "wisdom" and "courage".
Ritsuko: Yes...but I'm more comfortable with known results than uncertain ones.
Misato: It’s good when you can get it.

AT Field
Even if the AT field is neutralized by an adjacent Eva, the Angel must be separated from the Eva in order to redeploy its AT field by using 1 action point. It cannot be redeployed if it remains adjacent. Therefore, if the routine action causes the Angel to move away from the EVA, the Angel will redeploy its AT Field on the next turn.

Ritsuko: The AT Field is a problematic Angel ability for us.
Misato: Well...: Because it's problematic, I’d risk neutralizing the AT field as soon as you approach the Angel.
Ritsuko: Yeah. Once neutralized, the AT field cannot be redeployed as long as an EVA is adjacent. Therefore, if you neutralize the AT field, try not to leave the Angel if at all possible.
Maya: Will an Angel with a neutralized AT field try to leave the EVA to redeploy?
Ritsuko: If the routine decides so. Redeployment is just an action "when it leaves the EVA", so it won't bend the routine just to redeploy.
Maya: Stupid, Angel.
Ritsuko: Just consider it a blessing.

Attack on the Core

The Angel has a spherical organ called a "core." This is a common organ for all Angels, and destroying it will render the Angel incapacitated. An Angel with a core exposed outside its body has a significant weakness, and there is a possibility that it can be defeated relatively easily by destroying this part.

If you aim at the core and attack, it is at Accuracy -6. However, all damage is doubled when the core is hit.

Ritsuko: It's great that they actually have a weakness. I get tired of dealing with a perfect creature.
Misato: If you can hit the core, the damage is doubled: ..... If it works, the Angel will blow up.
Ritsuko: If you double your fist attack, that’s 1D x double power x bonus for striking the core. So 1D×4! If you use a weapon, you can do even more.
Misato: In a pinch the GM may allow you to hit the second Angel like this if you barely scratched the first Angel in a game.
Ritsuko: Well, in that sense, the GM is really responsible for "God's will."

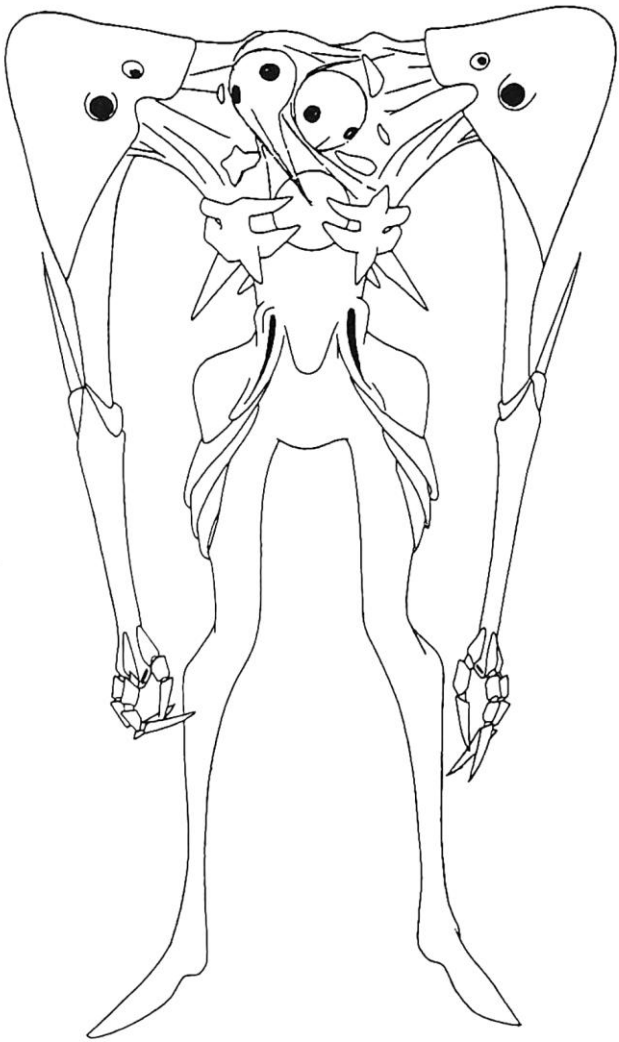
Angel Encyclopedia

Third Angel • Sachiel

Data 1: Morphology • Humanoid
Data 2: Close combat • Claws
Data 3: Close combat ability • Accuracy: 10 Damage: 2D
Data 4: Evasion• 10
Data 5: AT field •15, front defense •5, back defense • 3
Data 6: Action point value • 3
Data 7: Special attack • Cross Energy Ray
Data 8: Special Attack Description • Accuracy: 10 Damage: 2D+3 Range: 3
Data 9:

1. Shoot a cross energy ray at the nearest EVA
2. Approach Eva with the highest HP
3. Attack in close quarters if it is adjacent to EVA

Data 10: Weakness • Exposed front core
Data 11: Evasion • 2
Data 12: HP • 25

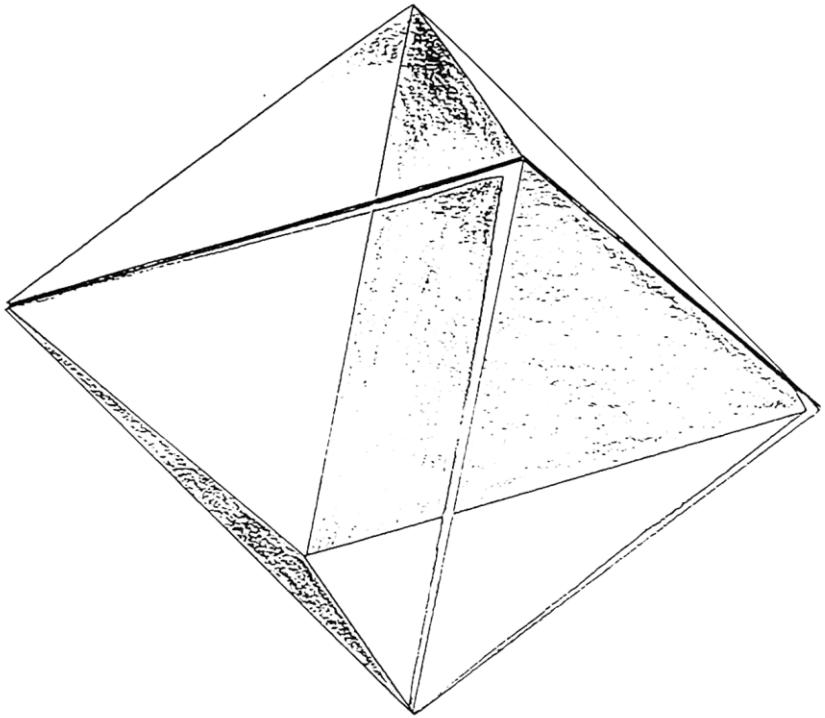


Fourth Angel • Shamshel

Data 1: Morphology • Fish / humanoid
Data 2: Close combat • Energy Whip
Data 3: Close combat ability • Accuracy: 12 Damage: 2D+3
Data 4: Evasion • 8
Data 5: AT Field • 15, Front Defense • 6, Rear Defense • 4
Data 6: Action point value. 2
Data 7: Special ability • None
Data 8: Special ability description • None
Data 9:
1. Approach Eva, which has the highest HP
2. Attack the adjacent Eva with an Energy Whip
Data 10: Weakness •Exposed front core
Data 11: Evasion • 2
Data 12: HP • 40

Fifth Angel • Ramiel

Data 1: Morphology • Regular Octahedron
Data 2: Close combat• Shield Drill
Data 3: Close combat ability • Accuracy: 1 Damage: Always 15
Data 4: Evasion • 1
Data 5: AT field • 20, front defense • 7, back defense • 7
Data 6: Action point value • 1
Data 7: Special ability • High power energy gun
Data 8: Special Attack Description • Accuracy: 13 Damage: 2D+14
Range: 10
Data 9:
1. Shoot a high-power energy gun at the nearest Eva
2. Approach the NERV headquarters
Data 10: Weaknesses • None
Data 11: Evasion • 1
Data 12: HP • 10

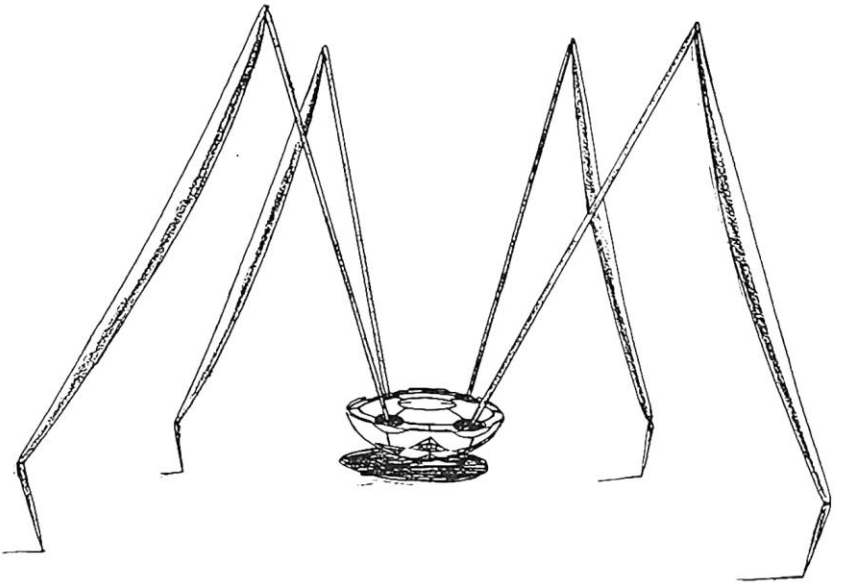


7th Angel • Israfel

Data 1: Form • Humanoid
Data 2: Close combat • Manual battle
Data 3: Close combat ability • Accuracy: 10 damage: 2D+3
Data 4: Evasion • 9
Data 5: AT Field • 18, Front Defense • 5, Back Defense • 3
Data 6: Action point value • 3
Data 7: Special ability • Separation • Cannot be killed normally by damage
Data 8: Special ability description: When initially damaged, it will separate into two bodies, and if both are damaged in this second state, they will recombine, restoring their HP
Data 9:
1. Use special ability when damaged (1 action point consumed)
2. Do not leave the side of the alter ego during separation
3. Close combat with any adjacent EVA
Data 10: Weakness. During separation, if both front cores are damaged in the same turn, the Angel's activity will cease immediately and it will be destroyed.
Data 11: Evasion • 1
Data 12: HP • 1

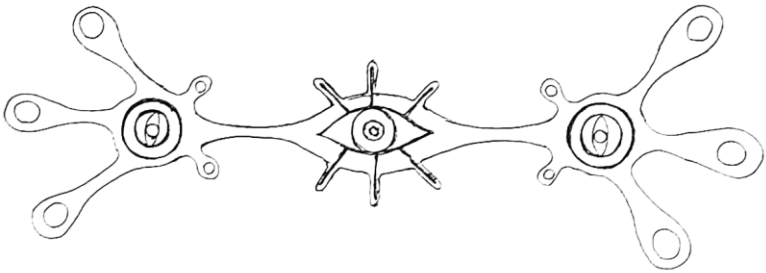
9th Angel • Matriel

Data 1: Form • Spider type
Data 2: Close combat • Acid Solution
Data 3: Close combat ability • Accuracy: 1 Damage: 2D
Data 4: Evasion • 6
Data 5: AT field • 15, front defense • 2, back defense • 2
Data 6: Action point value • 2
Data 7: Special attack • Spray Acid Solution
Data 8: Special Attack Description • Accuracy: 12 Damage: 2D Range: 3
Data 9:
1. Spray the acid solution at the nearest EVA
2. If there is no EVA within range, approach the nearest EVA
Data 10: Weaknesses • None
Data 11: Evasion • 3
Data 12: HP • 20



Tenth Angel • Sahaquiel

Data 1: Form • Variant
Data 2: Close combat • None
Data 3: Close combat capability • None
Data 4: Evasion • 1
Data 5: AT Field 15, front defense • 5, back defense • 5
Data 6: Action point value • 1
Data 7: Special ability • Fall from Space
Data 8: Special ability explanation • The Angel's mode of attack is to drop from space using its AT field. On the 4th turn, it will fall to a point on the map designated by the GM at the beginning of combat. The EVA's must move to that hex within those four turns to intercept it with their own AT Fields. If they can't stop it, the game is over.
Data 9:
1. The Angel falls to the point set by GM. After the player's have placed their EVAs the GM marks that spot. The players have 4 turns to get to that spot and deploy their AT Fields.
Data 10: Weakness • There must be an EVA that can deploy its AT field at the drop point.
Data 11: Evasion • 1
Data 12: HP • 15



Numberless Angels

The number of Angels that appeared in the Evangelion series is fixed, and no other Angels appeared. However, if only the Angels in Evangelion were used, those familiar with the show would be able to figure out which Angel they were facing by its appearance and actions, and the enjoyment of the game would be narrowed.

Therefore, in "MAGIUS Evangelion", the GM can create original Angels to appear in the game.

These original Angels are called “Numberless Angels" because they are beings whose numbers are without end. There are no restrictions on the “Numberless Angels”, so please create as many new Angels as you like.

Misato: Mimicry. Well... from the perspective of humanity, it feels like we should be as weak as possible.
Ritsuko: The GM should adjust the strength according to the number of players. If you are alone, the strength up to about the 3rd and 4th Angels is limited, but as you hit more Angels, the probability of ``complete defeat'' increases.
Misato: Strength...I think it's the easiest to do if you adjust the attack damage and action points.
Ritsuko: That's the easiest way. The action point of the Angel with a large amount of damage is about 1-2, and the weak attack power (about 2D or less) is about 3-4. Also, if you are an Angel with an attack method that has a long range and large damage, it is better to focus on that attack once per turn in the routine.
Fuyutsuki: Well, we just have to make some more. The balance gradually becomes better if we make some of them.
Maya: Now let's expand the sample data.
Ritsuko: Yes, please.

Numberless Angel • Advaquiel

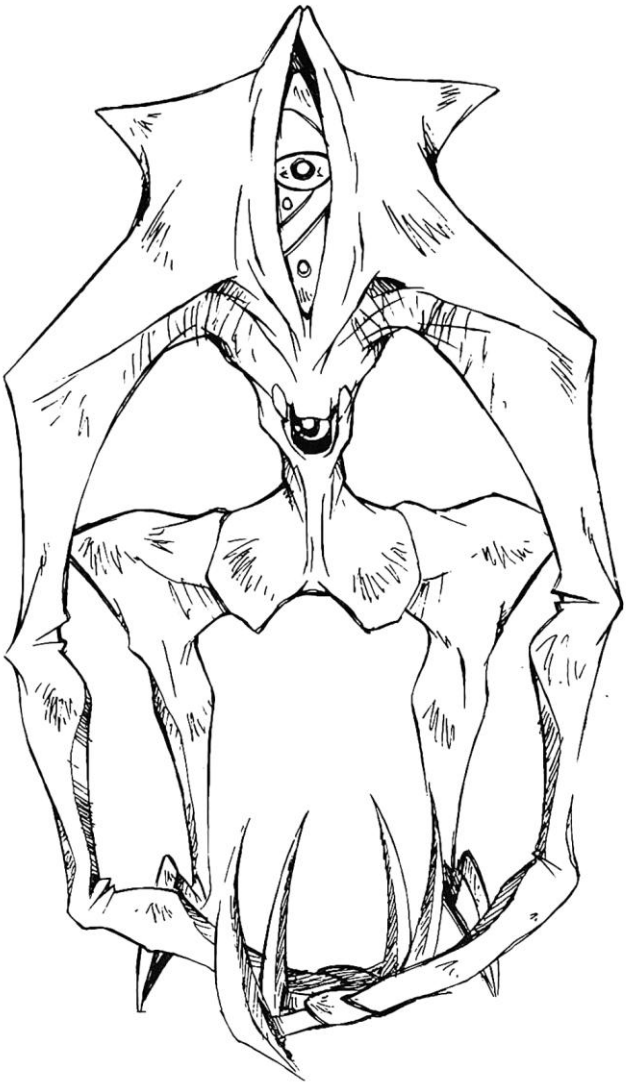
Data 1: Form • Water spore
Data 2: Close combat • Energy Bullet attack
Data 3: Close combat ability • Accuracy: 11 Damage: 2D
Data 4: Evasion • 5
Data 5: AT field • 15, front defense • 2, back defense • 2
Data 6: Action point value • 4
Data 7: Special attack • High-voltage energy bullet
Data 8: Special Attack Description • Accuracy: 12 Damage: 2D Range: 8
Data 9:
1. Fire a high-voltage energy bullet at the nearest Eva
2. One high-voltage energy bullet is shot at the next closest Eva
3. Fire a high-voltage energy bullet at the furthest Eva
4. If an EVA is next to it, a manual attack
5. Head to NERV Headquarters if nothing is within range
Data 10: Weakness • nothing special
Data 11: Evasion • 1
Data 12: HP • 45

Numberless Angel • Zephon

Data 1: Form • Humanoid
Data 2: Close combat •
Data 3: Close combat ability • Accuracy: 12 • Damage: 1D
Data 4: Avoidance • 12
Data 5: AT field • 14, front defense • 4, back defense • 1
Data 6: Action point value • 4
Data 7: Special ability • Proton energy gun
Data 8: Special ability description • Accuracy: 10 Damage: 2D+2 Range: 5
Data 9:
1. If you are adjacent to EVA, move 2 hexes away
2. Proton energy gun if Eva is within range (up to 2 shots in one Eva)
3. Heading to NERV headquarters
Data 10: Weakness • Front light bulb
Data 11: Evasion • 2
Data 12: HP • 20

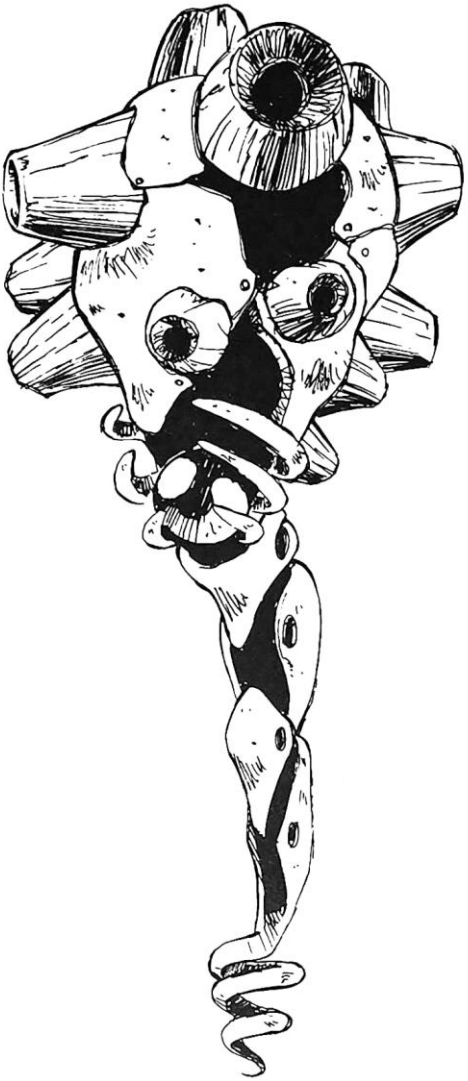
Numberless Angel • Atarib

Data 1: Morphology • Dinosaur type
Data 2: Close combat • Claw attack
Data 3: Close combat ability • Accuracy: 8 Damage: 2D+8
Data 4: Avoidance • 3
Data 5: AT Field • 17, Front defense • 6, Back defense • 3
Data 6: Action point value • 2
Data 7: Special ability • Cold air field
Data 8: Special Attack Description • EVAs within 3 hexes automatically take 1D+3 damage per turn
Data 9:
1. Approach NERV headquarters
2. Attack EVA when adjacent
Data 10: Weaknesses • Exposed front core
Data 11: Evasion • 1
Data 12: HP • 55

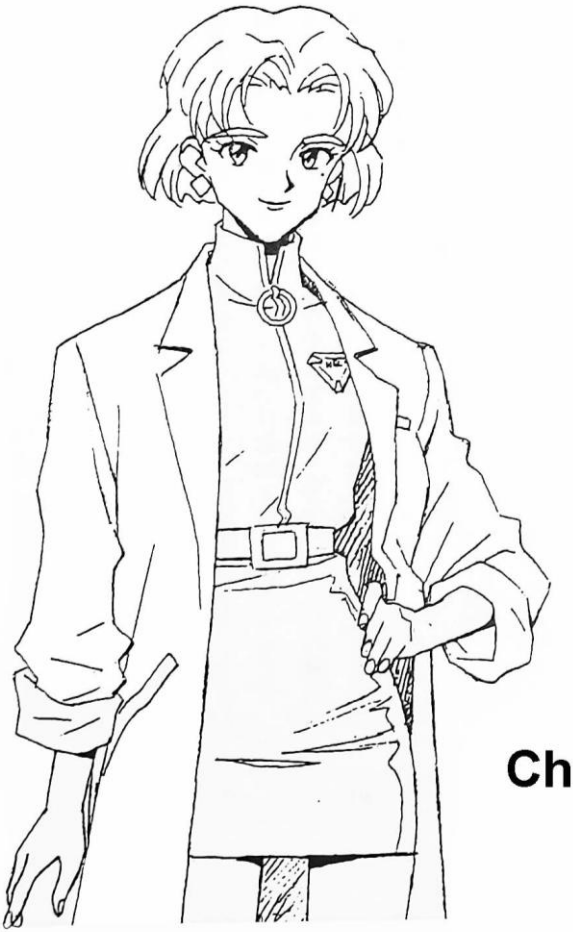


Numberless Angel • Azrael

Data 1: Form • Virus shaped
Data 2: Close combat • None
Data 3: Close combat capability • None
Data 4: Evasion • 7
Data 5: AT Field • 20, Front defense • 7, Back defense • 3
Data 6: Action point value • 3
Data 7: Special ability • Gravity attack
Data 8: Special ability description • Accuracy: 12 Damage: 2D + Special, Range: 5 Gravity damage causes 2D damage and the target's Action Points are reduced to 1 on its next turn.
Data 9:
1. Gravity attack on EVA with highest HP
2. Approach EVA with the highest HP
3. Gravity attack on adjacent EVA
Data 10: Weakness • Exposed front core
Data 11: Evasion • 2
Data 12: HP • 35



How to Play



Advanced Rules

Chapter 4

● Advanced Rules

Fight a battle on another map

The battle area for normal play is always the city of Tokyo 3, but there may be situations where you have to fight the Angel at a location away from it for some reason.

This is a rule for fighting Angels in such a different zone, and battle maps A~C are prepared for reference. You can also create other maps freely with the reference blank map.

If you play on another map, the rules for the next part will change.

Appearance of Angels

Players will not be informed where they will fight the Angel until the Angel actually appears.
The GM places the Angel on the map according to the results of the "Angel Appearance Table", at that time the player will know whether the Angel's destination is Tokyo 3 or a battle point created by the GM.

Misato: In other words, if you are using a different map and get the result "6 hexes from headquarters" in the Angel appearance table, instead of counting 6 hexes from NERV headquarters (Tokyo 3), count 6 hexes from the Angel's target on the chosen interception map.
Ritsuko: Right. The players will not know the destination of the Angel until they see it.
Misato: I mean, I always feel like I'm behind.
Ritsuko: It's realistic. There is no way to take the initiative until it happens.

Move to battle area and modified action options
Once the Angel's destination is known, the NERV side should head for the destination as quickly as possible.

Call the EVA pilots, prepare the EVAs for launch, prepare the equipment ... and battle begins when all the preparations are over.

The EVA's are delivered to the battlefield by transport planes, but these transport planes move on the interception map at a speed of 2 hexes each turn. When they reach the destination of the Angel, they enter a standby state.

The waiting place may be the player's choice.

Please note that weapons cannot be prepared or delivered by NERV at these remote battle sites.

Once the EVAs and the Angel are on the battlefield, the battle part is entered.

Ritsuko: NERV's reinforcements can't assist in these regional battles, as they can in Tokyo 3. So you have to get everything ready before you start the battle.
Maya: You can't transfer a new weapon to the battlefield just because you've run out of bullets or energy.
Ritsuko: Yes. Therefore, you need to prepare all the guns and equip the EVAs before departure.
Misato: I also can't do "Intercept with Tokyo 3 forces" from afar. That's pretty obvious.
Ritsuko: It's not bad to explain the obvious. This is a commentary after all.

Misato: Right.
Ritsuko: To be detailed... In the battle part, you can't use "arrange weapons," "call Eva pilots," "prepare Eva's sortie," "intercept by Tokyo 3," "intensive treatment of Eva pilots." Wow. Virtually everything feels Eva in the countryside.
Misato: Anyway, most of the things you can do with NERV equipment can only be done "before".
Ritsuko: Yeah, it's hard.

Headquarters (or Remote Base)
When the Angel arrives on the battle map, it will aim for NERV headquarters (the headquarters mark) on the map. The HP of headquarters is 0, and if the Angel arrives on the battle map before the EVAs, it will move every turn toward NERV headquarters until it can attack.

In remote areas, NERV headquarters is simply replaced with the base on the battle map. It is treated the same, although destroying the remote base does not mean mankind is wiped out.

Maya: The Angel is aiming for the map's base, much like in normal play when it is aiming for NERV headquarters, right?
Ritsuko: Correct. Each base is an important place for humanity. You don't want it to be destroyed if you can help it.
Misato: But it doesn't help that there are only 0 HP. As soon as the Angel appears... It's too late.
Ritsuko: Even if it doesn't happen, preparations should be made as quickly and thoroughly as possible.

About defeat

When the remote base is annihilated, the EVAs are sent back to NERV headquarters by a transport aircraft (2 hexes each turn). At the same time, the base is abandoned and N2 bombs are dropped by the UN forces, temporarily disabling the Angel. The Angel then begins self-repair.

The GM should grow the Angel by rolling on the Angel growth table and multiplying by two. The resurrected Angel will aim for Tokyo 3, so NERV and Eva will have to beat the Angel on the Tokyo 3 map this time.

Misato: Well, in the end, if we don't lose Tokyo 3, it won't be a "complete defeat".
Ritsuko: Yes, for the time being anyway.
Misato: Anyway?
Ritsuko: The Angel the EVAs lost to is now two times stronger than the usual results of the Angel Growth Table.
Maya: Why two times?
Ritsuko: I don't know. There was something in that base that made the Angel grow.
Misato: What was it?
Ritsuko: I don't know. However, I do know if it grows twice, it will be an Angel that is quite dangerous for humanity.

About the Terrain

In this game, underwater and aerial activity equipment such as Eva's E type equipment and G type equipment are not covered. Therefore, you cannot enter the cliff area■ and the water area ■on the map.

The Angel cannot enter the cliff area of the ■ map, but has the ability to enter the water area ■of the map.

Eva Activity Time

There are no facilities for connecting the EVA umbilical cables in remote regions. Therefore, until the Angel arrives on the battle map, electricity will be supplied from the transport plane, but after entering the battle part, the EVA can only operate for 5 minutes (30 turns).

The GM should keep track of the number of turns. If the Angel cannot be defeated within 5 minutes, the Eva will automatically be treated as "defeated" as if it had been annihilated.

Ritsuko: Luckily it the EVA runs out of energy and becomes inactive, the Angel will ignore it and continue on toward the base. Therefore, when energy runs out, the Eva can be promptly collected and returned to NERV.
Misato: If the routine was "Stab Eva," the results wouldn’t be pretty.
Maya: So you might have to use an N2 bomb.
Ritsuko: Yes.
Misato: Okay, then, that's the end of the explanation of the rules?
Ritsuko: Right. The rest is a replay of what happens when you actually play the game.
Misato: A replay?
Maya: It's like a real life transcript of an actual game.
Misato: I see. I never imagined such a thing.
Ritsuko: If you read the replay, I think to some extent you can understand what it’s like to actually play.

Chapter 5

Sample Replay

● Sample Replay

Ritsuko: We've saved the sample replay for the end. It should give you a feel for the actual game play, including explanations.
Maya: A game consists of two Angel attacks. Will this cover both attacks?
Ritsuko: I would like to do so... but if I record the replays of both Angel attacks, it will be quite long. So, this will be just up to the defeat of the first Angel.
Maya: So until the end of the battle part with the first Angel.
Ritsuko: Yes. It's just to get a feel for the atmosphere, so I think that should do it.
Misato: When played, it takes about an hour to fight both Angels.
Maya: Depending on the table talk and conversations.
Ritsuko: Yes. Okay, the players are ready.
Fuyutsuki: Then, do you want to start playing?

● Character selection

GM: ...Let's start playing. This session will be recorded as a "Sample Replay" at the end of the rulebook. At least that's the intention.
Player A: Nice.
Player B: Are the rules complete?
GM: It's a finished version. This time will be normal play.
Player B: Great. Then, having four players means that all the NERV characters will appear.
GM: That's right. Well, first of all, choose your NERV character.
Player C: For the time being... Since there are two males and two females, should Fuyutsuki-san be a male player?
GM: No, there is no gender difference between players.
Player C: Then I'll be Fuyutsuki-san if nobody takes him (laughs).

Player B: Oh, the only male character. If so, I'm aiming at Asuka, so I'll take Misato.
Player D: I'm aiming for Shinji, so I want Misato.

Misato has a higher affinity for Shinji and Asuka than other NERV members. For this reason, those who want to play Shinji or Asuka later want the advantage of playing Misato Katsuragi in NERV Mode to wage a "Character battle".

GM: If you both want the character, decide by rolling dice or rock-paper-scissors.
Players B and D: Okay.
Player A: Then, in the meantime, I'll have Maya Ibuki. Actually, I'm aiming for Shinji too.
GM: Then the loser is automatically Ritsuko Akagi.
Player D: I win. I'm Misato.
Player B: Damn. Dr. Ritsuko Akagi is tough to aim at Asuka.
Player C: Don't worry, you're the only one who wants Asuka.
Player B: Who are you aiming for? Rei?
Player C: Correct.
Player B: I'm relieved. Then, as Dr. Akagi would say, 'let's do our best for NERV and eventually for humanity (laughs).'
GM: So, with the characters decided, let's start playing. Play proceeds in the following order... Fuyutsuki, Misato, Ritsuko, Maya.

● **Character state part**

GM: So, everybody roll on the character status table in order. From now on, speak in character.
Ritsuko: Leave it to me... I am Ritsuko Akagi. No more, no less.
Maya: Sempai... that sounds weird to call you that (laughs).

Misato: You, did you eat something bad?
Ritsuko: Just a little curry at your house.
Misato: That feels like tens of thousands of years ago. Let's forget about the past.
Fuyutsuki: Oh my god, it's still as lively as ever.
Maya: Okay, deputy commander.
Fuyutsuki: Right, I'll roll on the table...6, I work normally.
GM: Then next is Misato.
Misato: Yes, I roll a 4.... I'm working the night shift.
GM: Next, Ritsuko.
Ritsuko: 8, regular work.
GM: Then the last is Maya.
Maya: Yes...10, so I'm at NERV doing an experiment.
GM: Well, make a note of each action. This is the end of the character state part.
Misato: It's so short.
Ritsuko: Well, it was just rolling on the table.

● **Angel Appearance Part**

GM: Then it's the Angel appearance part. You can wait a moment.

Here, the GM rolls the dice so that the players cannot see them. This is to determine when the Angel will appear. The result at this time was 8. The Angel will appear on turn eight (as of this writing).

GM: Alright, let's start the first turn at 8 am. Fuyutsuki.
Fuyutsuki: Hmm... It feels like it's Angel season. Should I carry out reinforcement work so that the UN forces can mobilize at any time?
Maya: What is Angel season?
Misato: You don't have to think about it that seriously.

Fuyutsuki: Well, I get on with my work... successful.
GM: Then +1 for reinforcement arrangements. Next, Misato.
Misato: Well, sweet, I'll stay home and sleep I'm on the night shift. Heading out. Hold down the fort.
Ritsuko: Yes, sir.
Maya: Thank you, Major.
Fuyutsuki: Thank you. Have a good rest.
GM: Next, Ritsuko.
Ritsuko: Well... if Deputy Commander Fuyutsuki has raised reinforcements, it's a good idea to raise them again. I'll perform that task... success.
GM: Then +1 for reinforcement work.
Misato: Nice. I have to work from behind the scenes more often (laughs).
Ritsuko: Thank you. Of course, you said that at home, right?
GM: Well then, Maya.
Maya: I'm low on command and craft, so I'll prepare a weapon. For the time being let's get a Palette Gun ready.
GM: Then roll for it with science and technology. Palette Gun is 23.
Maya: Oh, fail! And science is my only thing (crying).
Misato: Alright. Don't be depressed!
GM: And now it's turn two. Shinji and his friends are at school.
Fuyutsuki: Let's arrange more reinforcements... It's a success.
GM: That makes 3 reinforcements.
Misato: Really, it's a gimmick.
Fuyutsuki: Did you say something, Ms. Katsuragi?
Misato: No, I'm sleeping at home!
Fuyutsuki: Yeah, speaking of which, Misato Katsuragi has already gone home. Is it quiet (laughs)?
GM: So, Misato is sleeping at home?
Misato: Well, for a little. I'm sleeping during a break in the action.

Ritsuko: Once she goes to bed, you have to drop an N2 bomb to get her up.
Misato: Am I an Angel?
Maya: Even if it doesn't hit, it's not too far wrong.
Misato: Maya, you're a…
Ritsuko: Then I'm next. Since it is not prudent to keep raising reinforcements only, I would like to raise our interception ability as well.
Fuyutsuki: No, that's dangerous. It would be safer to keep raising one ability.
Ritsuko: There is a reason. Ibuki, what is your opinion?
Maya: I have to agree with the Deputy Commander.
Ritsuko: What is the basis for that?
Maya: For the time being, I read through the rules and found that the target value for the decision using NERV headquarters' abilities was usually 14. This is because it is decided with 2 dice, so if it works properly, it seems that it will be when it is not 7 but 9.
Ritsuko: I see. So be it... Success.
GM: Wow, +1. That's four reinforcements.

Since the characters belong to an "organization", it is better having a "strategy meeting" and having a discussion like this rather than deciding to act alone. It's a more interesting game when the table talk is used to fill it out.

Maya: I'm a low crafter, so I'll try to prepare the pallet gun again.
Ritsuko: Right. We also need weapons.
Maya: Come on pallet gun…
Misato: If it fails, it fails. It doesn't hurt to try.
Maya: Okay. Anyway... a 1. I'm the only one who isn't helping.
Misato: It's alright.

Ritsuko: Don’t be depressed. Apart from that, your science and technology is not inferior. It's a matter of probability.
Misato: Yeah. Ritsuko's theory of probability.
Ritsuko: Keep trying.
GM: Now it’s the 3rd turn at 6:00. It's time for Shinji and his friends to visit NERV.
Fuyutsuki: So should we concentrate until the reinforcements are raised to eight?
Ritsuko: Yes.
Fuyutsuki: Then… Success.
GM: Oh, the arrangements for reinforcements are going up. Next is Misato.
Misato: Hmm... bliss. I feel like assimilating this futon.
Fuyutsuki: I don't know how you live with yourself.
Misato: Ah. Shall I sleep another turn? Shinji will come home soon.
Fuyutsuki: Some Operations Chief (laughs).
Ritsuko: GM, can I call Misato's home?
GM: Certainly.

As the rule states, conversations are not part of point-based action. Therefore, the GM has allowed Ritsuko's phone call to occur out of turn. Telephones are another type of conversation.

GM: So, the phone at Misato's house rings.
Misato: I stretch my hand out of the futon... Hello. Katsuragi here.
Ritsuko: Misato, how long are you going to sleep?
Misato: Hmm... Ritsuko? 10 minutes...No, 9 minutes should be enough.
Ritsuko: You weren't on night shifts today either?
Maya: Does NERV pay overtime?

Ritsuko: Every organization pays overtime.
Misato: Mumble... Don't be so loud, Ritsuko. Fine, I will get up. So I get up and go out. I move to NERV headquarters.
GM: Well then, Maya.
Maya: Yes. Since Shinji-kun and I are in NERV right now, I'll communicate with Shinji.
Misato: Oh, Maya. What are you going to do, replace me as Shinji's guardian?
Maya: It's communication (laughs). I'll invite Shinji to have some tea...Hello, Shinji!
Shinji (GM): Oh, hello Ibuki-san.
Maya: You seem to have finished training for today. How are you doing?
Shinji: Okay...as usual.
Maya: Right. Then why don't you go to the lounge with me? I'll buy you some cake.
Shinji: Yeah, that's fine. But I feel bad about being treated…
Maya: Well, kids shouldn't hesitate. Let's go.
Shinji: Okay..
GM: With a feeling of friendship, Maya and Shinji go to the lounge. Compatibility +1 bonus.
Maya: Success at last. My compatibility with Shinji is up by 1.
GM: Shinji had such a good time, his mental state dropped by 1. Add another +1 compatibility bonus.

In this case, it is okay to have a separate conversation with the pilot characters called communicating. This time, since Maya was able to attract Shinji successfully and in character, I gave her a GM +1 bonus.

Misato: This girl is a female pick-up artist.
Maya: I am not such a pervert (laughs).

Ritsuko: Oh my god. I have to experiment with Shinji later to improve his mental state.
Fuyutsuki: That's right.

After this, until the appearance of the Angel, Fuyutsuki was mainly in the reinforcement position, Misato strengthened the interception ability, and Ritsuko and Maya were in charge of weapon preparation. However, Misato and Maya were eager to communicate with Shinji as soon as they had a chance, so Shinji's mental state dropped to zero. Suddenly it was the turn that the Angel was scheduled to appear…

GM: Now it’s turn 8. The Angel has appeared!

● **EVA Sortie Part**

Fuyutsuki: What?
Ritsuko: Time’s up. That was faster than I had imagined.
GM: The current status of NERV is as follows.

Detection ability: 0
Interception ability: 3
Arrangements for reinforcements: 8

Maya: And the compatibility between myself and Shinji is 7.
Misato: Mine is 8.
Ritsuko: (holding her temples) And Shinji's mental state is 0! If two people compete to lower it, no matter how many experiments I put him through, he won’t not catch up.
GM: Well, let's decide where the Angels will appear. A player representative should now roll 2 dice for NERV's Detection ability.
Misato: At such times, the top person is... the Deputy Commander.

Ritsuko: Right. The Deputy Commander is the most suitable.
Fuyutsuki: I understand. With Detection ability...wait Detection ability is only 0!
GM: That's right. So it's just the value of the two dice. No bonuses.
Maya: Fight for it, deputy commander!
Fuyutsuki: No way. 6!
GM: The Angel appears in the second hex from the headquarters. When rolling for the Angel analysis table the penalty is -2.
Fuyutsuki: Damn... Was the Detection ability the first thing you should raise?

Exactly. The first thing that should be raised is "Detection ability".
This is because if the Detection ability is high, the Angel can be detected early, and as a result, the time until the Angel arrives is increased.

GM: It's too late to regret it. Roll on the Angel analysis table.
Fuyutsuki: I'm going to ask someone else to do it.
Maya: From a seniority perspective, the next is Misato Katsuragi.
Misato: Alright, I guess I'll it. .....Yes! 10!
GM: But it's 8 because there is a -2 penalty. You are able to analyze up to Data 2 of the Angel.
Misato: Up to Data 2?
Ritsuko: Uh... it's the Angel's appearance and its close-up combat method that can be determined from it.
GM: Yeah. The Angels look more or less like a sea creature approaching Tokyo 3. The fighting method inferred from that is probably it uses its fleshy tentacles to strike.
Misato: That's barely knowing anything.
GM: You had a low Detection ability.
Misato: Mmmm... Next time we'll really have to improve our Detection ability first.

The one that has appeared here is the Unnumbered Angel Advaquiel. It is the first Angel listed on page 142. Of course, that Angel data is not passed on to the player.

GM: Anyway, the Angel will attack after two turns.
Fuyutsuki: It can't be helped. I'll call Ayanami.
GM: Then, Rei will come next turn.
Misato: Of course, I'll call Shinji.
GM: So Shinji will come next turn.
Ritsuko: Then I'll call Asuka.
GM: OK. Then everyone will be ready for the next turn.
Maya: So I'm preparing for EVA's launch. Unit 01, ready to start!
GM: Unit 01, ready to start. The Angel is approaches again on the next turn!... And all the EVA pilots have arrived! First of all, who wants Shinji?
Misato/Maya: I do!
GM: Then, you have to compete for Shinji.
Misato: 15!
Maya: 15!
GM: If it's the same, roll again.
Misato: 14!
Maya: 16, I won!
Misato: Ah, crap.
Maya: I'm sorry, Major Katsuragi.
GM: So, let's act now as Shinji. Write down the points you've earned so far and return Maya's character sheet.
Shinji: Yes.
GM: So, who wants Rei?

…silence.

Ritsuko: Oh, Deputy Commander?

Fuyutsuki: I'm afraid. After changing characters to EVA pilots, NERV activities will no longer be possible. We should wait until the last minute.
Ritsuko: I see... but I feel like it would be ridiculous if I missed getting the character I wanted.
Misato: Yeah. I won't go for Rei or Asuka. I'm doing logistical support as it is.
Shinji: Yeah, I feel relieved that Misato-san is backing us up.
Misato: Yeah, it would be nice to play this part as Misato.
Ritsuko: Should we keep waiting.
Misato: Not much longer.
GM: Then write down the points you've earned so far.
Shinji: Yes.
GM: So, who wants Asuka?

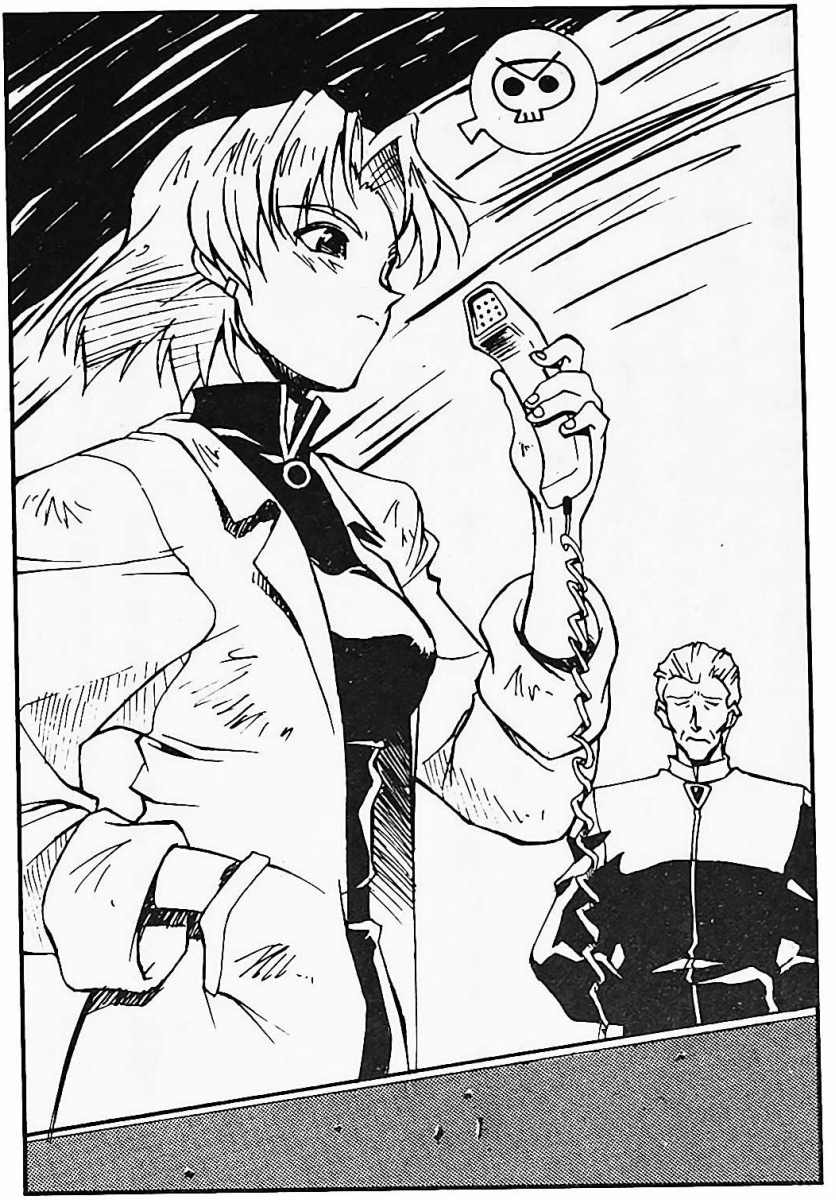
……silence.

Misato: Ritsuko?
Ritsuko: I'll do it later.
GM: Then one more turn before the Angel arrives. The first is Fuyutsuki.
Fuyutsuki: One turn... we've out of time.
Ritsuko: Do you want to request the use of an N2 bomb?
Fuyutsuki: No, that's dangerous. We don't know how the Angel will grow
Ritsuko: Then, until the EVAs are ready to launch, it's better to have the UN forces hit it and see what happens. We have too little data on the Angel.
Fuyutsuki: That's right. That might be good. Then, prepare to launch Unit 00.
GM: Unit 00, ready to launch!

Misato: Well then, I'll prepare for the launch of Unit 02. Contact the UN forces, please Ritsuko.
Ritsuko: OK.
Misato: Then. Evangelion 01, prepare to activate!
GM: Okay. Unit 01, ready to start!
Fuyutsuki: Then, finally, we see what the UN Army is made of.
Ritsuko: Using a special hotline... This is the NERV headquarters command room.
United Nations Operations Headquarters (GM): This is the United Nations Operations Headquarters.
Ritsuko: NERV requests a UN Air Force emergency mission. The target is the Angel currently approaching.
GM: Arrangements for reinforcements are being made.
Fuyutsuki: Don't fail, Ritsuko! We raised the reinforcements up to 8 just in case.
Ritsuko: (Rolls) …Sorry, I failed (laughs).
Misato: Ritsuko…
United Nations Operations Headquarters: Currently, there are only a small number of troops that can be dispatched. Therefore, we cannot respond to the sortie request. Good luck NERV!
GM: And then the line went dead.
Fuyutsuki: .....Akagi-kun.
Ritsuko: Yeah. Someday, I will set the United Nations headquarters on fire.
Fuyutsuki: Let it fester.

There's no time to let it fester, Fuyutsuki.

GM: Then, the Angel has arrived at Tokyo 3. The battle part begins!



● **Battle part**

GM: Well, it seems it's decided who will be Rei and Asuka, so hand over the character sheets. Please write down your current score.
Asuka: OK, it's finally my turn!
Rei: I'm in the entry plug.
Asuka: Exquisite timing, honor student.
GM: Well then, it's time to activate the EVAs! Each person roll 2D and add their mental state then consult the activation chart.
Asuka: OK... Synchro Level 2
Rei: I am also 2.
Shinji: .....Synchro is level 1.
Asuka: What are you doing?
Shinji: It can't be helped... I was stuck with Misato and Ibuki, and my mental state was 0.
Asuka: You're a poor example of a man.
Misato: Maybe I don't miss not winning so much.
Shinji: That's cold... Still, I'm ready to sortie, Misato-san.
Misato: Yeah, do your best!
GM: So let's act in order. First is Rei.
Rei: Unit 00, sortie.
GM: Then, Misato.
Misato: I don't need to do anything right now. This time it's a pass.
GM: Next, Asuka.
Asuka: I'm ready to sortie. Asuka, goes!
GM: Last, Shinji.
Shinji: EVA Unit 01 is away!
Misato: ...Don't die, everybody.
GM: Don't die, huh... but the Palette gun you prepared for the appearance part… nobody is equipped with it.
Shinji: Eh?

Asuka: So we only have our progressive knives?

The rule that "you cannot use weapons unless they are equipped" is a principle of the game. It's a rudimentary mistake, but it's their first time playing, so it's inevitable.

GM: Okay, the Angel takes its action. The tentacles aim at Unit 02. Their tips shine.
Asuka: Liar, you're shooting from 8 hexes away!
GM: It shoots. It is better not to stand in front of the Angel when you lack information. Now, the hit power is... 20!
Asuka: I can't dodge that!
GM: So, it's 8 damage. Subtract 3 defense power... reduce your HP by 5.
Asuka: Damn... I have to roll on the status change table after that! Right now, there are only 2 so it's okay.
Shinji: Don't go berserk, Asuka.
Asuka: If I roll six or less I run out of control!
Misato: You just need 12 to be okay. Each synchro level is +1. You're a long way from synchro level 5.
Asuka: 7 but +1 .....: Oh, synchro climbing to level 3!
GM: So, as for the rest of the Angel's actions... No other EVAs are within range. It proceed towards NERV.
Asuka: So that means this guy has a range of 8. It seems that the power is not so high... we can do it!
GM: So, it's the player's turn. First is Rei.
Rei: I'm going to move toward the Angel with my 2 free hexes and all 2 action points.
GM: Then, move 4 hexes in total... Next, Misato.
Misato: Palette gun deployed. I send the gun next to Asuka!
Asuka: OK, leave it to me!
GM: Then it's Asuka's turn.

Asuka: I move sideways and receive the pallet gun. After that, I dash towards the Angel... alright, I was able to move next to the Angel.
Misato: Why are you next to it, if you have a gun?
Asuka: We need to neutralize the AT field next turn. Then I'll hit it from a very close distance.
Shinji: You're too impatient. You should wait until I'm next to you.
GM: Then Shinji.
Shinji: I'll do my best to reach the Angel... but only 3 hexes.
Asuka: Wait? Synchro Level 1, wimp!
Shinji: Well, it can't be helped.
GM: So it's the Angel's turn... First, it attacks the nearest EVA. The hit power is 18.
Asuka: I can't avoid this time... I just can't (cries).
GM: Then 9 damage.
Asuka: Uh. Remaining HP is 10.
Misato: Asuka, you're too prominent. Go down!
Asuka: All right!
GM: It attacks the next EVA... Rei. Accuracy 16.
Rei: I avoided it
GM: So the farthest Eva is also within range? The Angel shoots. Accuracy 18.
Shinji: Missed me.
Asuka: What the hell? Is it just me!?
GM: So, the last action of the Angel is... If there is an adjacent Eva, it makes a melee attack.
Asuka: Depressing, inevitable.
GM: Well then, 7 damage.
Asuka: Remaining HP……6.
Misato: Asuka, fall back! Let's leave the AT field to Unit 01!
Asuka: ......OK.
GM: So it's Rei's turn.

Rei: Anyway, I approach the Angel.
GM: Are you 2 hexes from the Angel? Misato.
Misato: I'm going to call Shinji.
GM: "Encourage" action.
Misato: Yeah. If he stays at Synchro level 1, he'll become prey.
Asuka: Come on Shinji, just do it!
Shinji: You saying that doesn't help. I'm trying my best...
Asuka: (slaps at the desk) Don't say that crap! You're a boy!
Shinji: (reflexively) I know!
GM: That was so powerful right there, I'll give you a +2 bonus (laughs)
Misato: I'll succeed without the bonus... you see, success.
GM: Shinji's synchro Level increases to 2. It's Asuka's turn.
Asuka: Anyway, I'll do my best to get away from the Angel. 2 hexes of free movement and 3 hexes using action points, 5 hexes of movement... Still within the Angel's range.
GM: Synchro Level 3 has no effect.
Asuka: That's great!
Rei: The Palette Gun has a range of 4. Firing at the Angel instead of leaving altogether would be useful.
Asuka: Uh, well...
GM: In relative terms, it won't make a difference if you stop at the fourth hex.
Asuka: Then I will.
GM: Next Shinji.
Shinji: I'm more afraid of Misato than the Angel, so I will try my best to approach it.
Misato: Cheeky (laughs).
Asuka: Oh, you're scared of Misato!
Shinji: I approach to the third hex from the Angel.
GM: So, it's the Angel's turn. Nearest Eva... It attacks Unit 00. Accuracy 21.

Rei: I'm hit.
GM: The damage is... oh, it's only 3.
Rei: No damage.
Asuka: Why is the damage so low when it's the First?
GM: I don't know, talk to the dice.
Asuka: Hey, dice!
GM: Next, it attacks Unit 01 which is 3 hexes away. Accuracy 7.
Shinji: The tide is turning.
GM: Then, Unit 02, which was 4 hexes away.
Asuka: I'll avoid it this time!
GM: It's good to avoid, but... you're facing with the back of your Unit toward the Angel.
Asuka: Oh, it's gone!

An EVA gets a -6 penalty for evasion when it receives an attack from behind. Therefore, it is better to face the Angel as much as possible before your turn is over.

Asuka: A while ago... I was just turning my back trying to get away from the Angels.
GM: Then Asuka. Avoid it. Accuracy...Low, 15.
Asuka: -6 makes it too inevitable!
GM: …10 damage.
Asuka: Damnit! What's with the big numbers, stupid dice!
Shinji: Since you're saying that, I think you're making the dice mad so they're rolling big.
Asuka: What you're saying is non-scientific!
Shinji: So's Asuka yelling at the dice!
GM: Unit 02 has stopped working! Now... Shinji and Rei, roll on the state change table since Unit 02 is down.

When a fellow Eva is defeated, there is a very high probability that the sync level will rise.

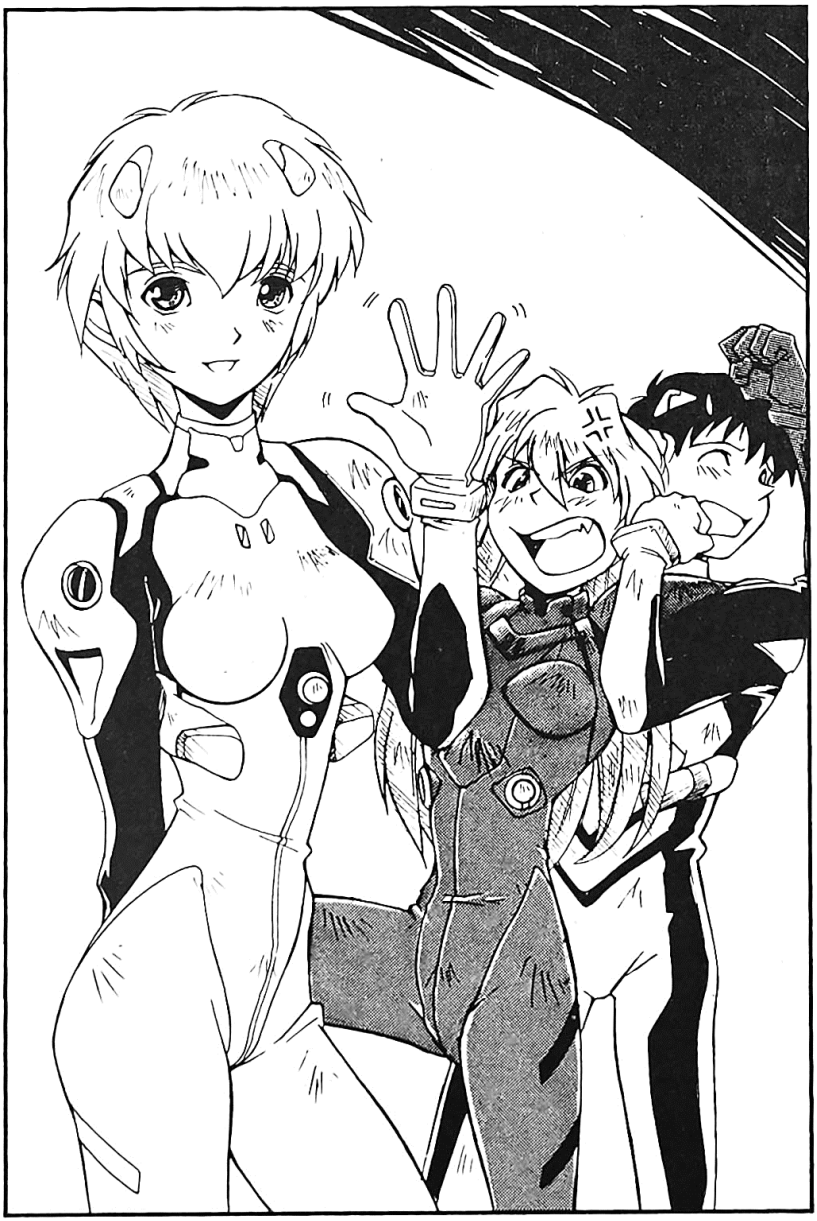
Rei: No change...
Asuka: You're one cold-blooded woman. Even if I was beaten, you feel nothing?
Rei: No, I don't.
Asuka: This woman.
Shinji: Synchro. Level 2 up! Up to 4
Misato: Yes, that's my boy!
Shinji: But I'm on the verge of going berserk.
Asuka: Good. Men are more attractive when they're wild!
Misato: What?
Rei: The word that doesn't suit Shinji best.
Asuka: Keep it down, First.
GM: So... the Angel approaches 1 hex toward NERV because there is no adjacent Eva. Rei's turn.
Rei: I'm adjacent from the other side... deploying my AT Field and using my Progressive Knife.
GM: Knife equipped and AT field deployed. OK, the Angel's AT field has been neutralized. Next, Misato.
Misato: Recover Unit 02!
GM: OK. Recovering Unit 02!
Asuka: When the next Angel shows up, this humiliation will be avenged!
GM: Well, Shinji's turn since Asuka can't act.
Shinji: Equipping Progressive Knife! Moving adjacent to the Angel with the movement bonus!
GM: Equipping the knife costs 1 point. You have 3 more points.
Misato: Of course, it's a triple power knife attack. Go Shinji-kun!
Shinji: Misato-san is right, doing a triple power attack!
Asuka: Now I'm feeling miserable.

GM: Hitting the Angel is inevitable!
Shinji: The damage is 8... which triples to 24!
GM: That's pretty much it.
Shinji: Alright.
GM: Next is the Angel's turn. Unit 00 and Unit 01 are both at the same distance.... And since they are adjacent, two attacks each come.
Asuka: Let them come!
Misato: What are you saying Asuka? (laughs)
GM: This time, 2 shots each... Roll to avoid it.
Rei: Both hit me.
Shinji: I take one shot.
GM: Then, Rei takes 6 and 8 damage. Shinji has 8 damage. Shinji needs to roll on the status change table because the First took damage, so roll.
Misato: If the level goes up, the first machine will run out of control!
Shinji: I know, Misato-san... No change.
GM: Well then, Rei.
Rei: Double power Progressive Knife..... Hit! Damage is 7 and 14!
GM: Misato.
Misato: We have already won. Just watching is enough.
GM: Then I skip Asuka. So, Shinji.
Shinji: Progressive Knife 4 times power! Damage is 7 and 28!
Misato: Yeah!
GM: So that's it. From both sides, the Angel stabbed by two knives rapidly loses power.
Asuka: Double blades from both sides... Somehow, it feels like how to kill a yakuza.
Shinji: Ironic. Asuka, had a gun and was quickly killed.
Asuka: Thank you for cleaning up for me. Invincible Shinji-sama.
Rei: Anyway... we beat it.
GM: Yes. The form of the Angel melts and flows away. It's like syrup. You have successfully repelled one Angel.

Misato: Yes! Mission accomplished! Rei, Shinji, thank you for kicking ass!
Asuka: What about me?
Misato: Asuka didn't help that much, but thank you.
Asuka: Damn it! Wait till the next Angel!
GM: Alright, now it’s time to return to NERV mode.

● **Parting words**

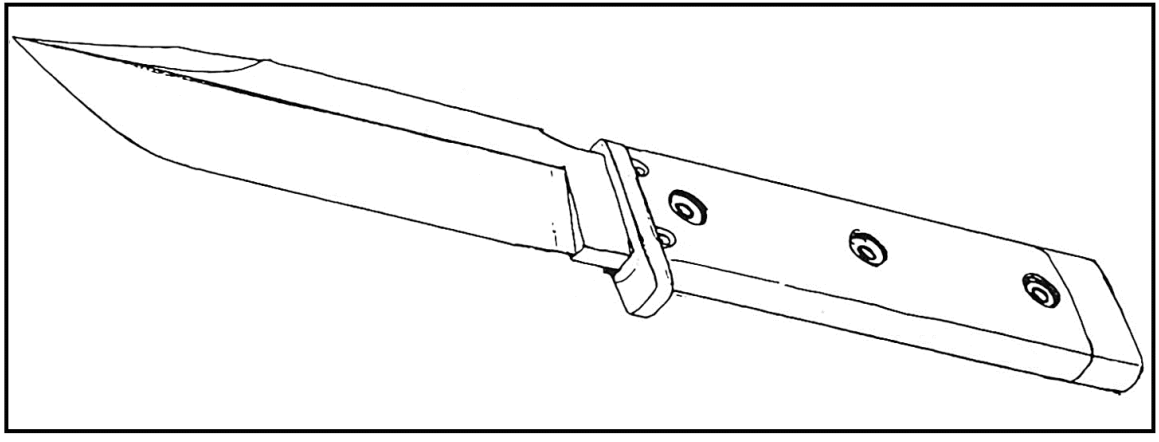
Ritsuko: ……So, the sample replay is over.
Asuka: Of course, I’ll be a big success against the second Angel!
Shinji: If you live long enough!
Asuka: Shut up!
Misato: That's the end of this replay for the rulebook. Now, you know how to play together.
Ritsuko: Right. It's best for you to experience it yourselves.
Maya: In the Replay, we didn't understand all the rules... so it turned out to be a very good teacher (laughs).
Ritsuko: Yeah. We made mistakes in which ability values to raise, mistakes in equipping items... Asuka's mistake especially in Eva mode.
Asuka: You don’t have to go on about that!
Shinji: You should calm down.
Asuka: Are you saying I’m not calm?! I'm insulted!
Ritsuko: Oh my god, I can't touch that. Let's wrap this up.
Fuyutsuki: Do you want Ayanami to do it?
Misato: Yeah. ..... Well then, say goodbye.
Rei: Okay, goodbye.
Asuka: Why did the First get to do it?
Shinji: Because she keeps it short and sweet.
Asuka: I'm definitely not satisfied!



Reference

Progressive Knife (Unit 01)

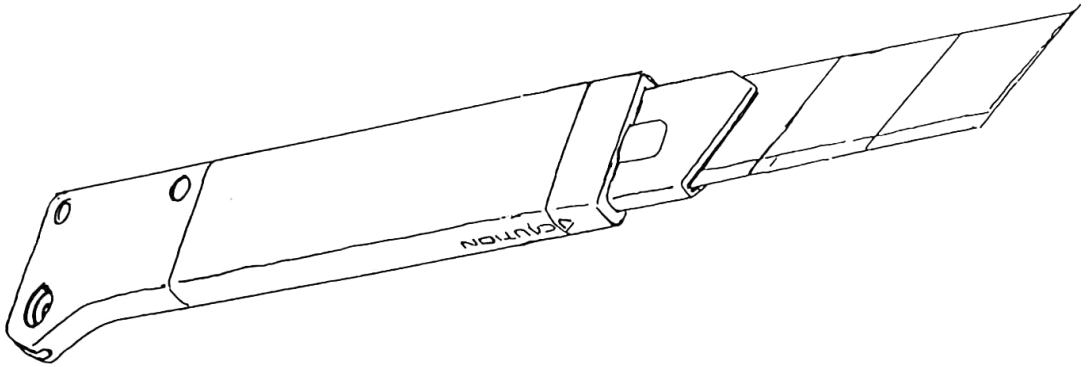
Preparation: Not required (standard equipment)
Classification: Melee weapon **Accuracy:** ±0
Range: 1 **Damage:** 1D+2 **Uses:** No limit
Description: A standard combat weapon for every EVA that cuts substances using high-vibration particle blades at the molecular level.



EVANGELION EQUIPMENT

Progressive Knife (Unit 00, Unit 02)

Preparation: Not required (standard equipment)
Classification: Melee weapon **Accuracy:** ±0
Range: 1 **Damage:** 1D+2 **Uses:** No limit
Description: A standard combat weapon for every EVA that cuts substances using high-vibration particle blades at the molecular level.



EVANGELION EQUIPMENT

Sonic Glaive

Preparation: 22
Classification: Melee weapon **Accuracy:** -6
Range: 1 **Damage:** 1D+3 **Uses:** No limit
Description: A progressive knife that has been modified into a spear with increased power. Though long, it is not a firearm, so its range is still only 1.

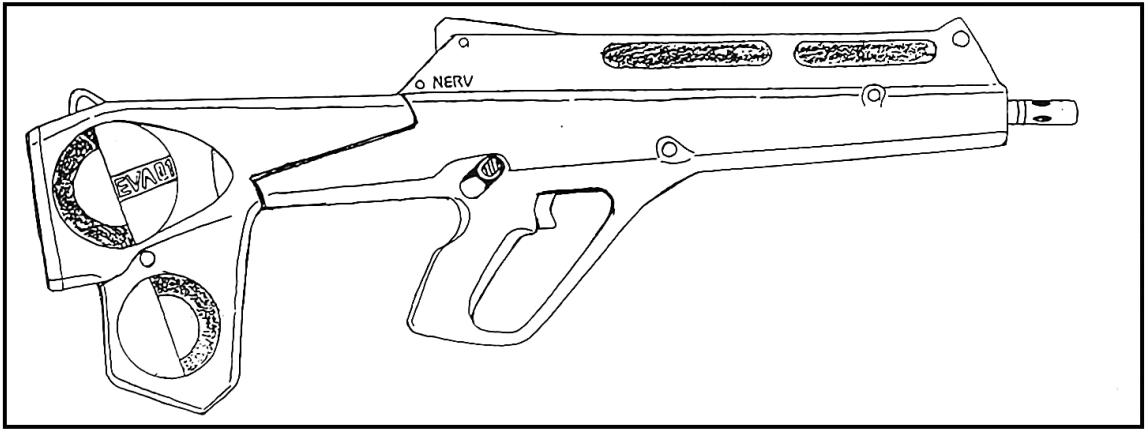
EVANGELION EQUIPMENT

Smash Hawk

Preparation: 24
Classification: Melee weapon **Accuracy:** -2
Range: 1 **Damage:** 1D+3 **Uses:** No limit
Description: A progressive knife that has been modified into an ax with increased power. It is harder to prepare than a Glaive, but easier to wield.

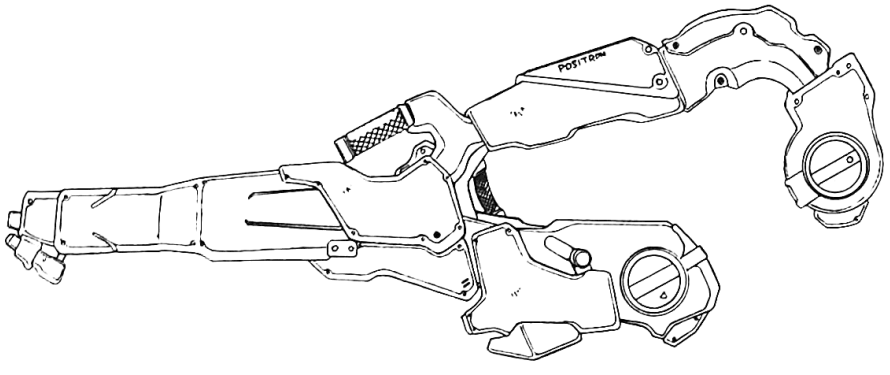
Palette Gun

Preparation: 23
Classification: Firearm **Accuracy:** -6
Range: 4 **Damage:** 2D **Uses:** 8
Description: It fires depleted uranium ammo using an electromagnetic rail. Its power is not that great, but it is the most used weapon and does not require much preparation. It spits out twenty to thirty bullets per burst.



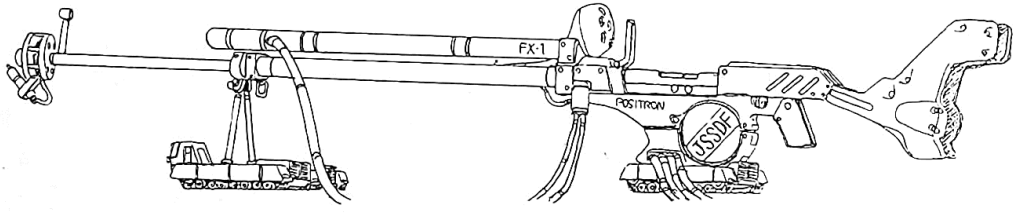
Positron Rifle

Preparation: 25
Classification: Firearm **Accuracy:** -8
Range: 6 **Damage:** 2D+4 **Uses:** 4
Description: This is a portable positron cannon. Although it is powerful, it takes time to prepare because of its complicated nature. Also, because the barrel is heavy, it is not often used.



Large Positron Rifle

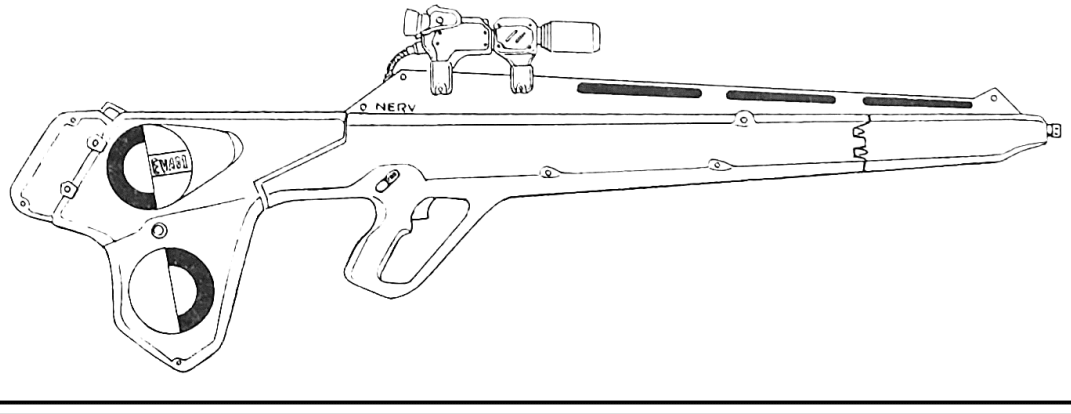
Preparation: 25
Classification: Firearm **Accuracy:** -16
Range: 16 **Damage:** 3D+20 **Uses:** Special (see description)
Description: A special weapon created by NERV using a modified Strategic Self-Defense Force positron cannon. To prepare, use a NERV Reinforcement action for a target value of 20 for NERV to obtain the gun. Then Preparation is 25. There is no limit to the number of times it can be used, but you can only shoot once every three turns. Also while engaged in shooting, an EVA equipped with this weapon cannot dodge or move.



EVANGELION EQUIPMENT

Sniper Gun

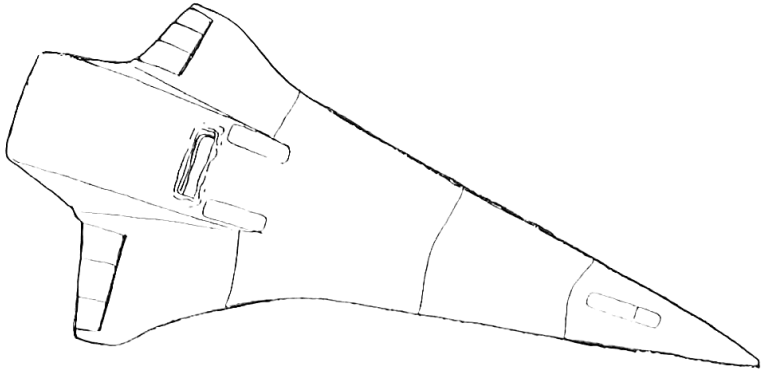
Preparation: 25
Classification: Firearm **Accuracy:** ±0
Range: 4 **Damage:** 2D **Uses:** 8
Description: By incorporating high-speed targeting software, the Sniper Gun aims precisely and quickly. It can be used like a Palette Gun.



EVANGELION EQUIPMENT

Shield

Preparation: 23
Classification: Armor **Accuracy:** N/A
Range: None **Damage:** N/A **Uses:** (Special)
Description: This is a shield modified from the heat shield of an SSTO. When equipped, it takes all frontal attacks. The shield has a defensive power of 3 and HP 20. When HP reaches 0, the shield breaks and further damage impacts EVA.



Overlap	Overlap	Overlap	Overlap
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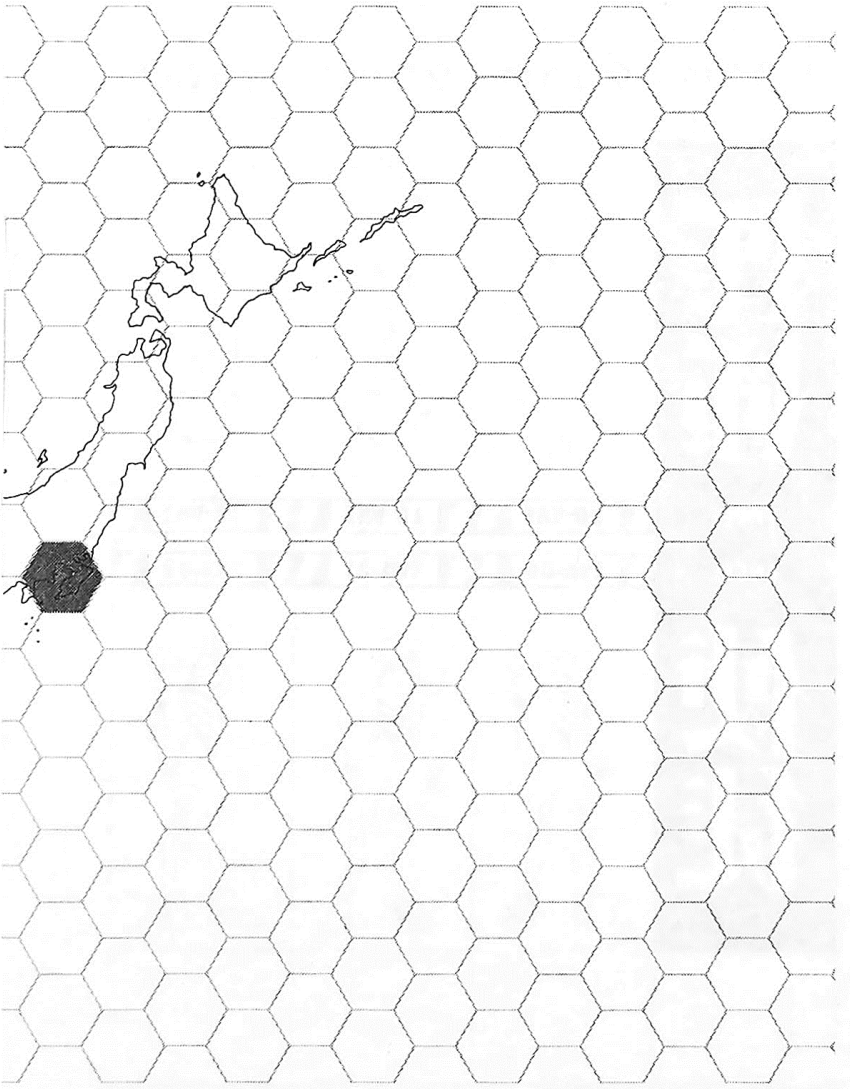
ANGEL	EVA-00	EVA-01	EVA-02
ANGEL	EVA-00	EVA-01	EVA-02
ANGEL			



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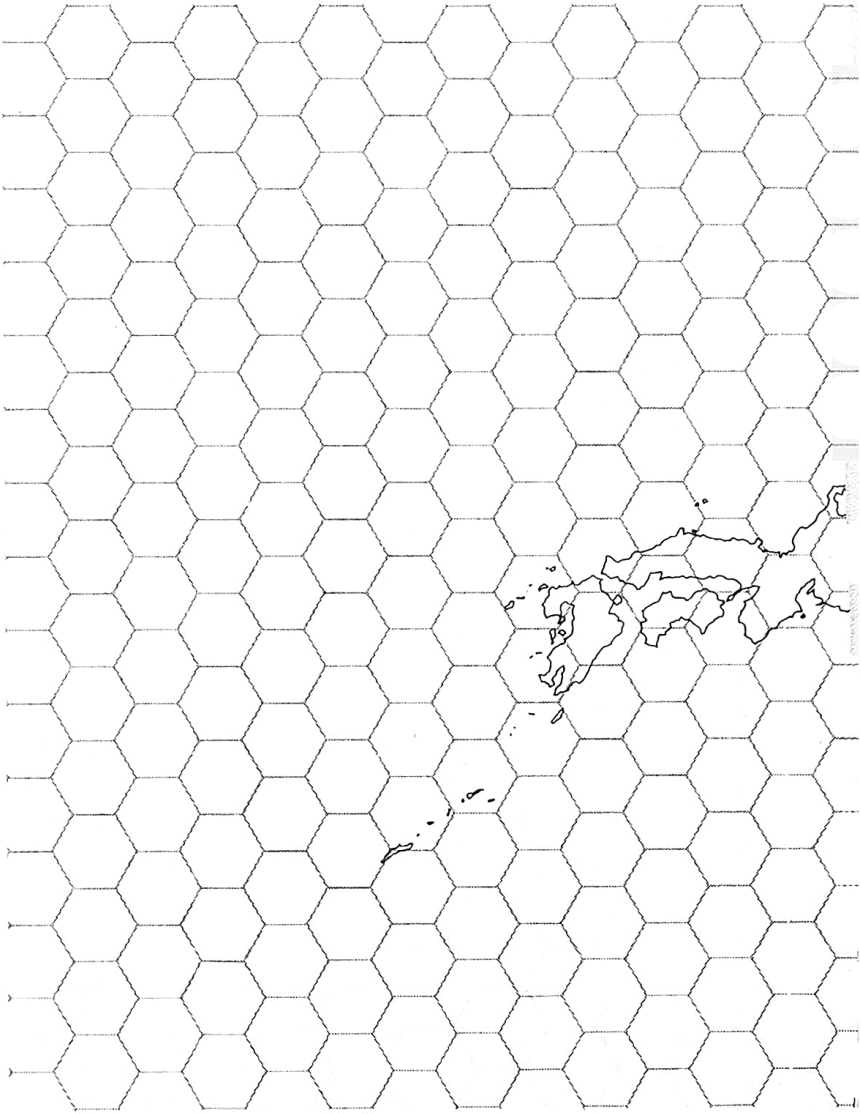

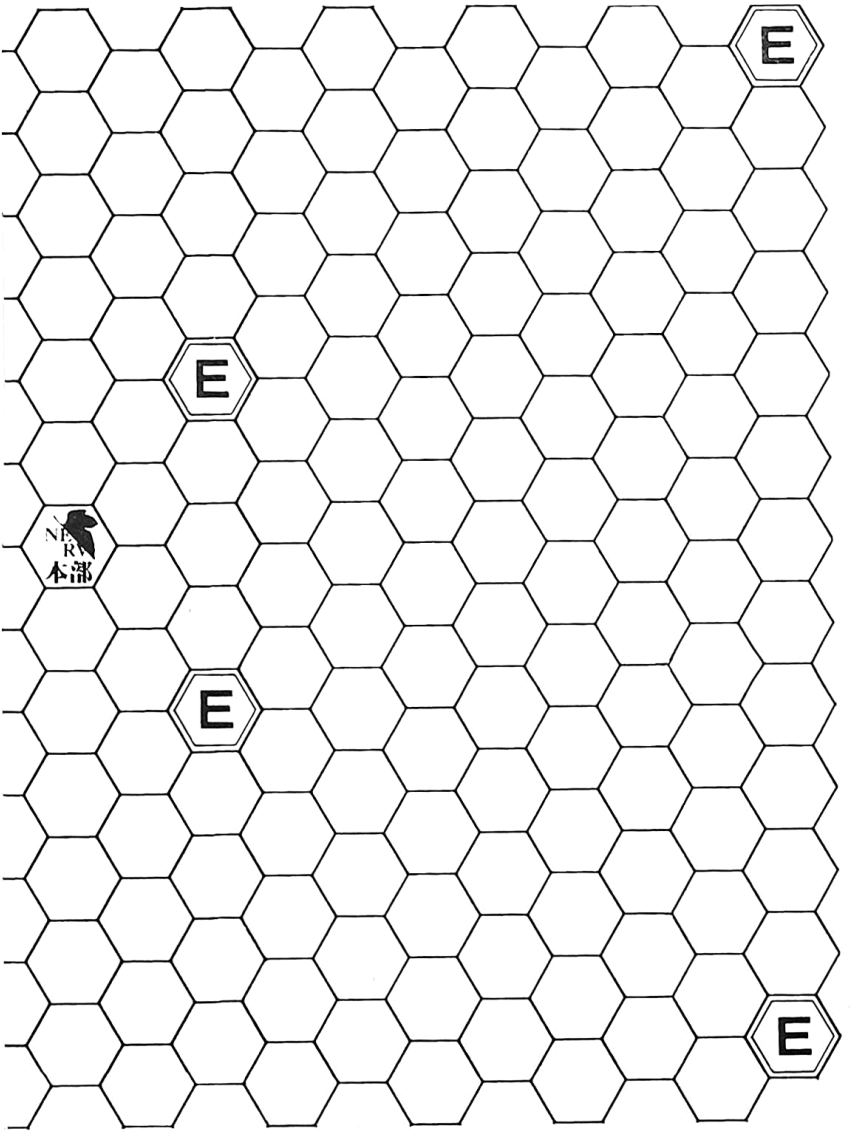
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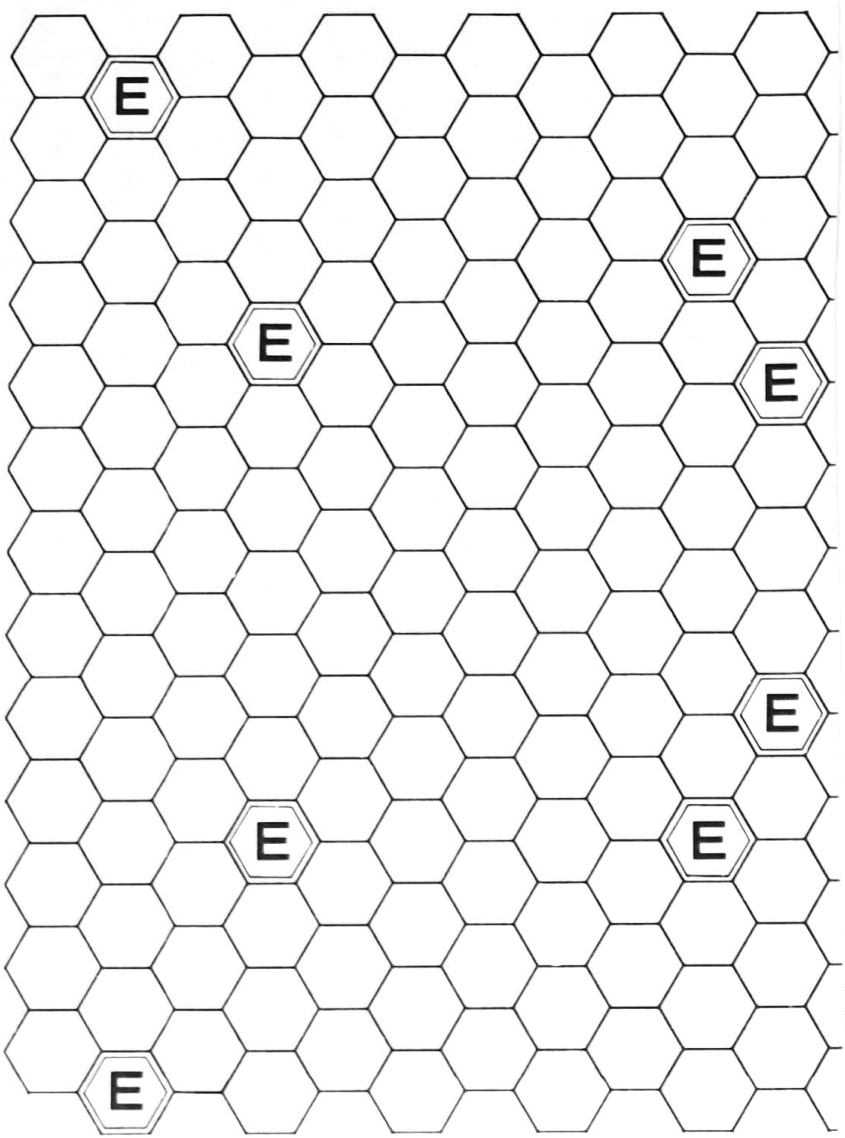
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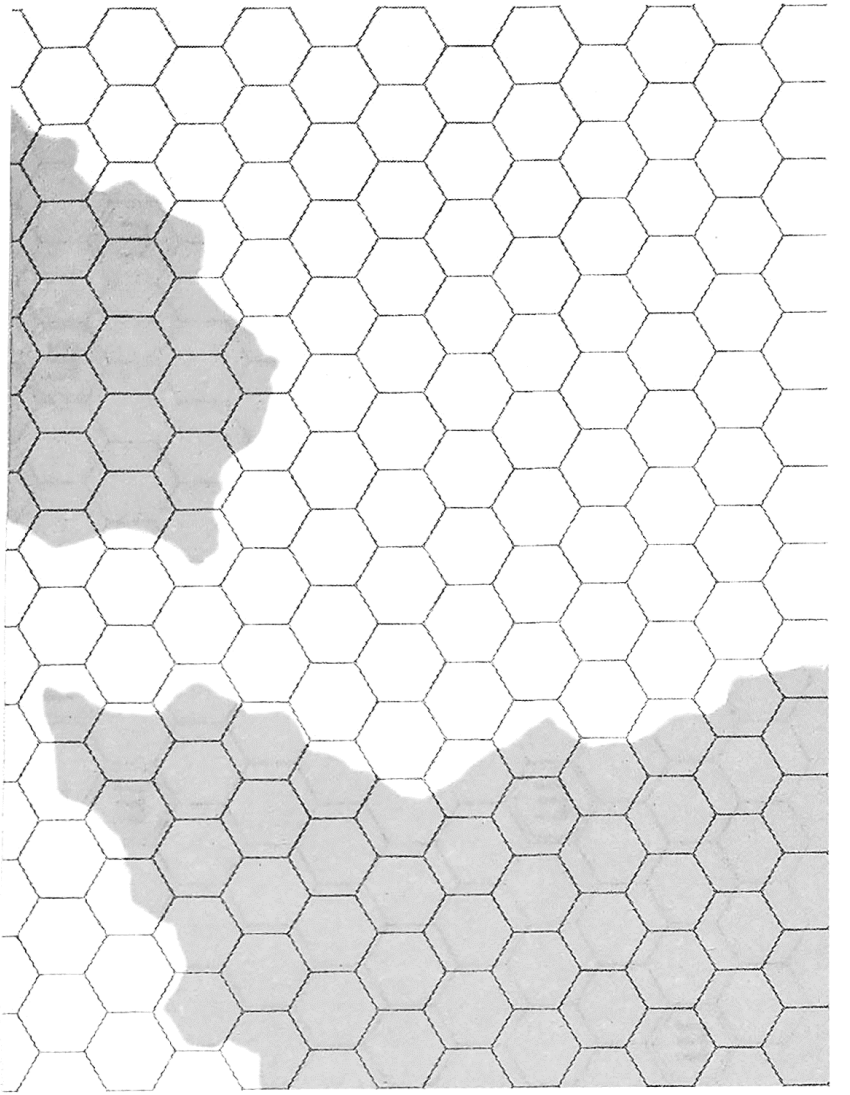
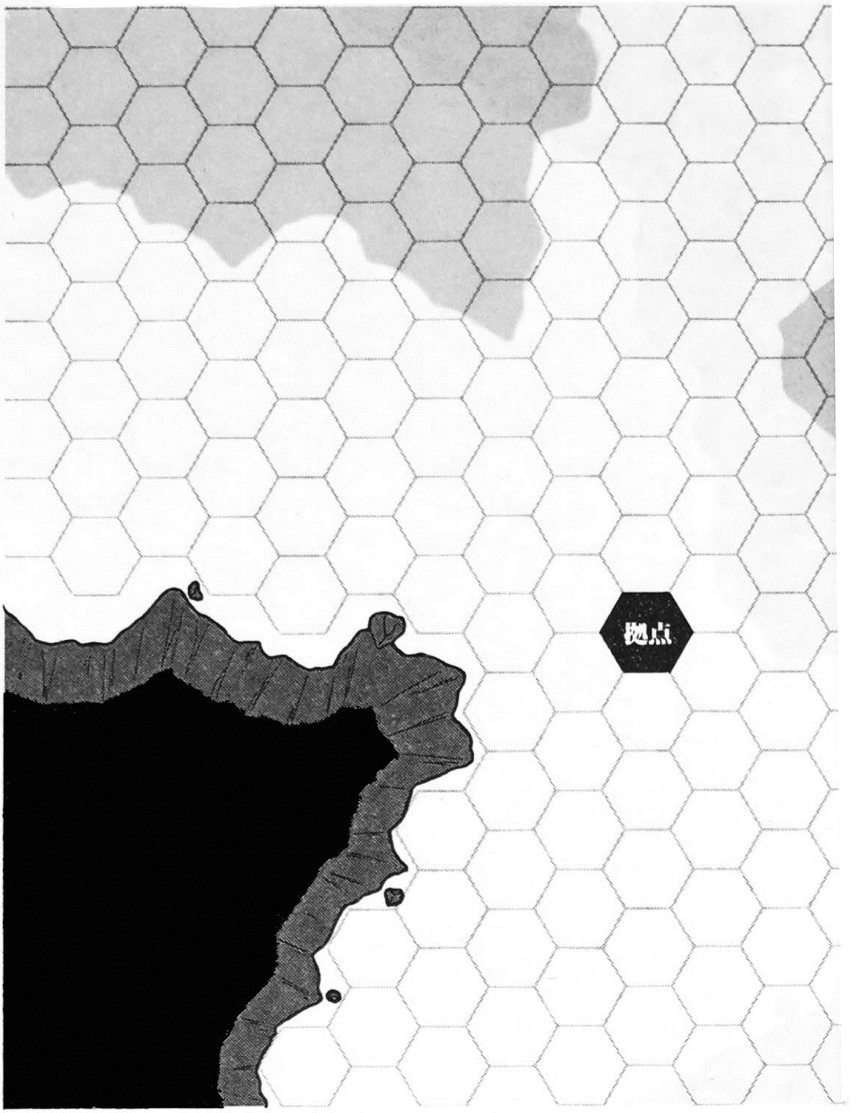
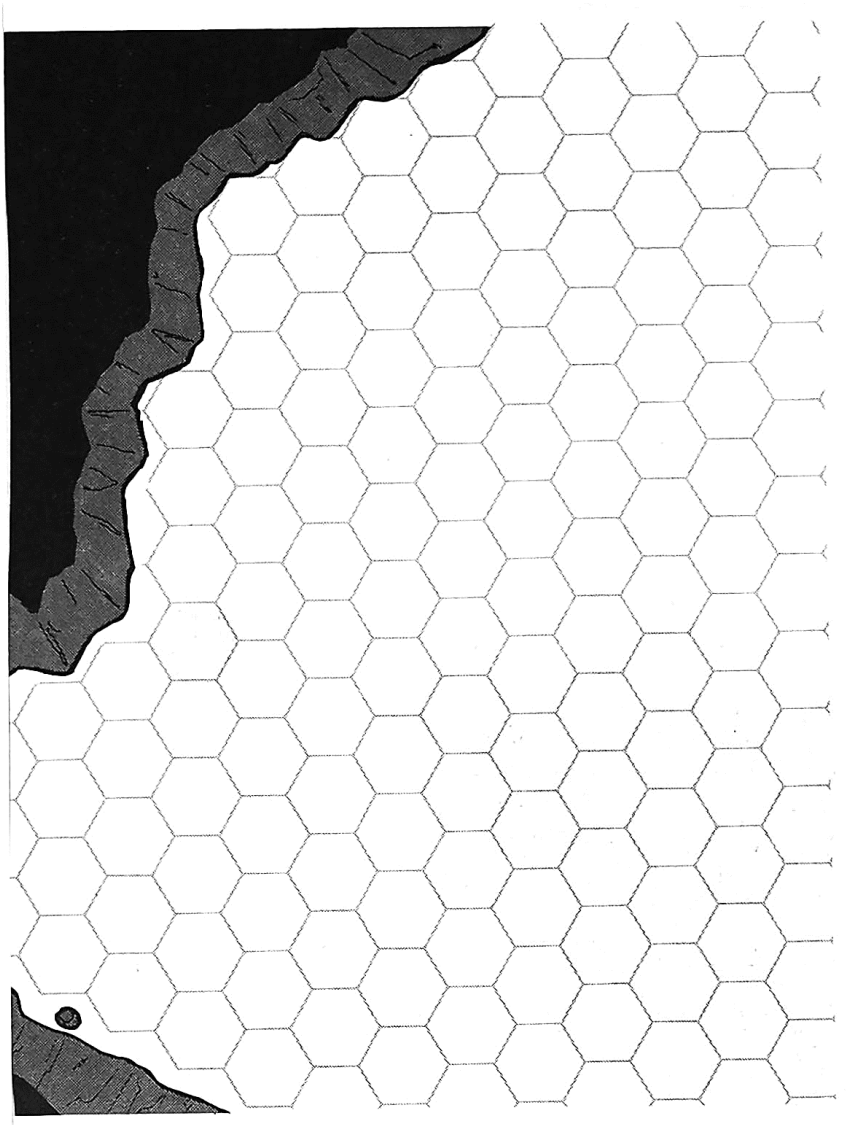
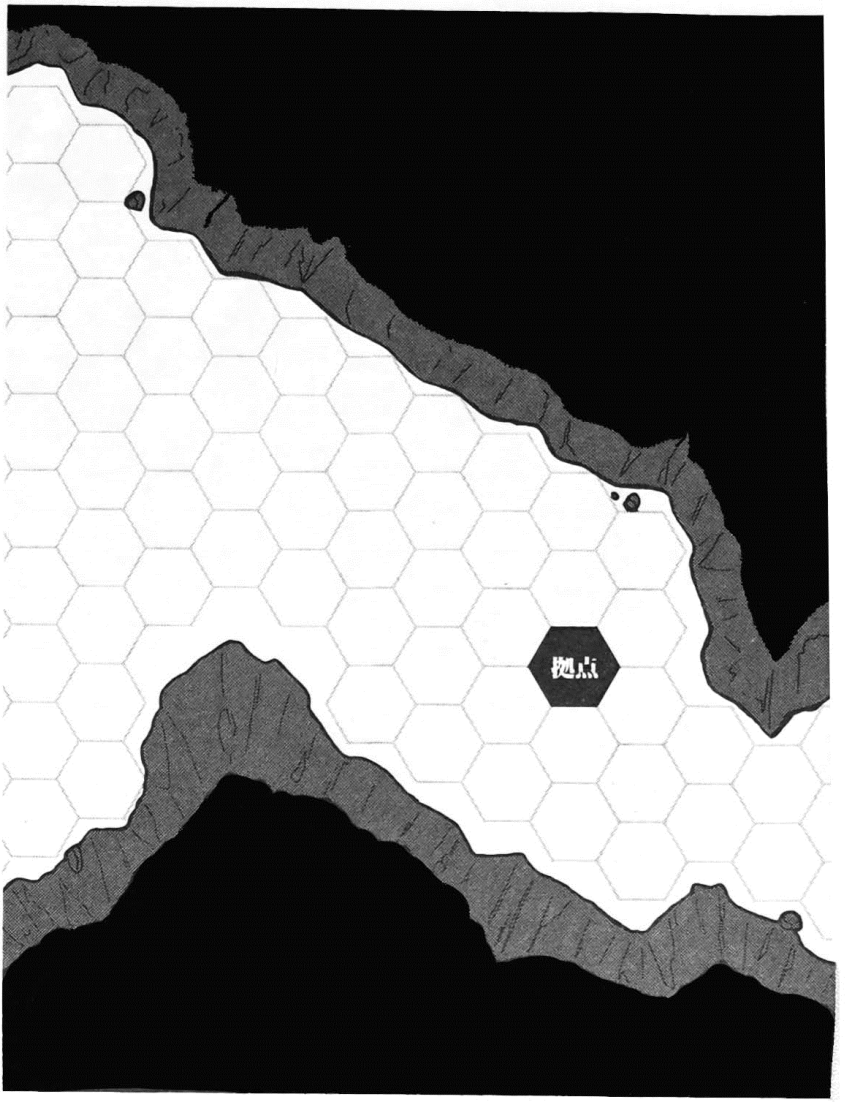


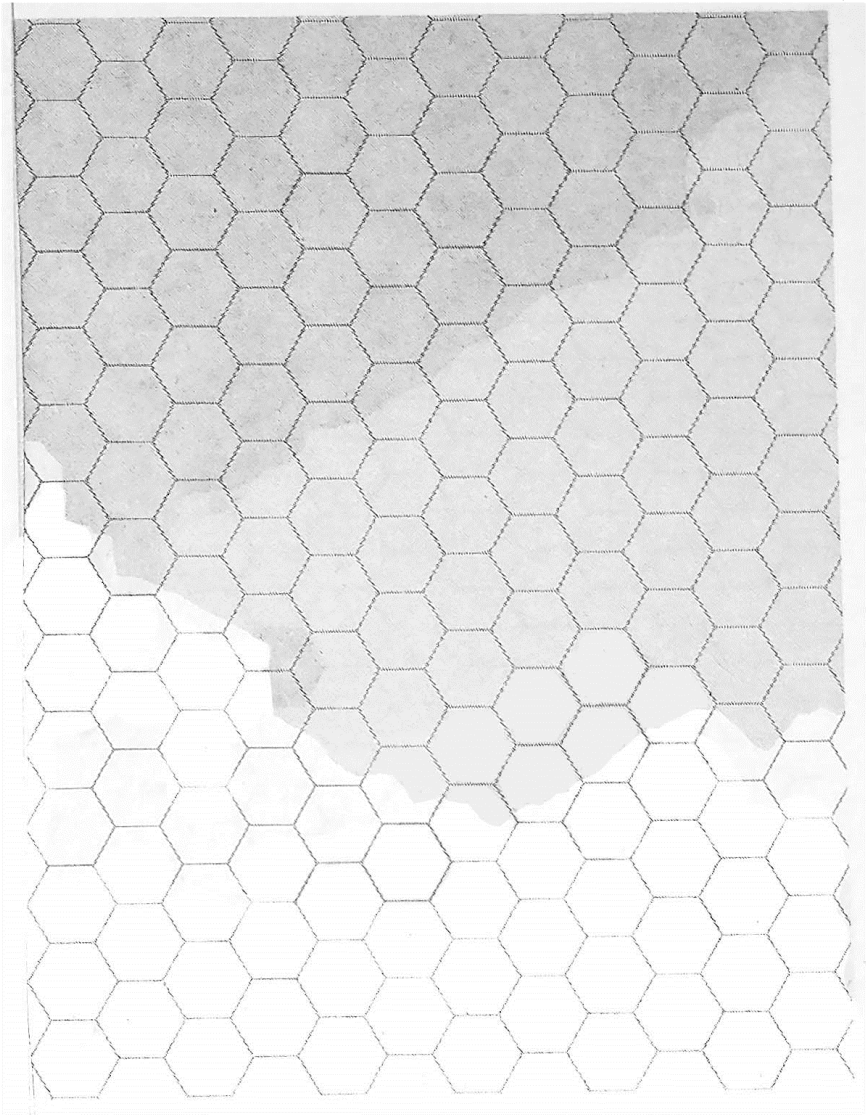
戦闘マップA



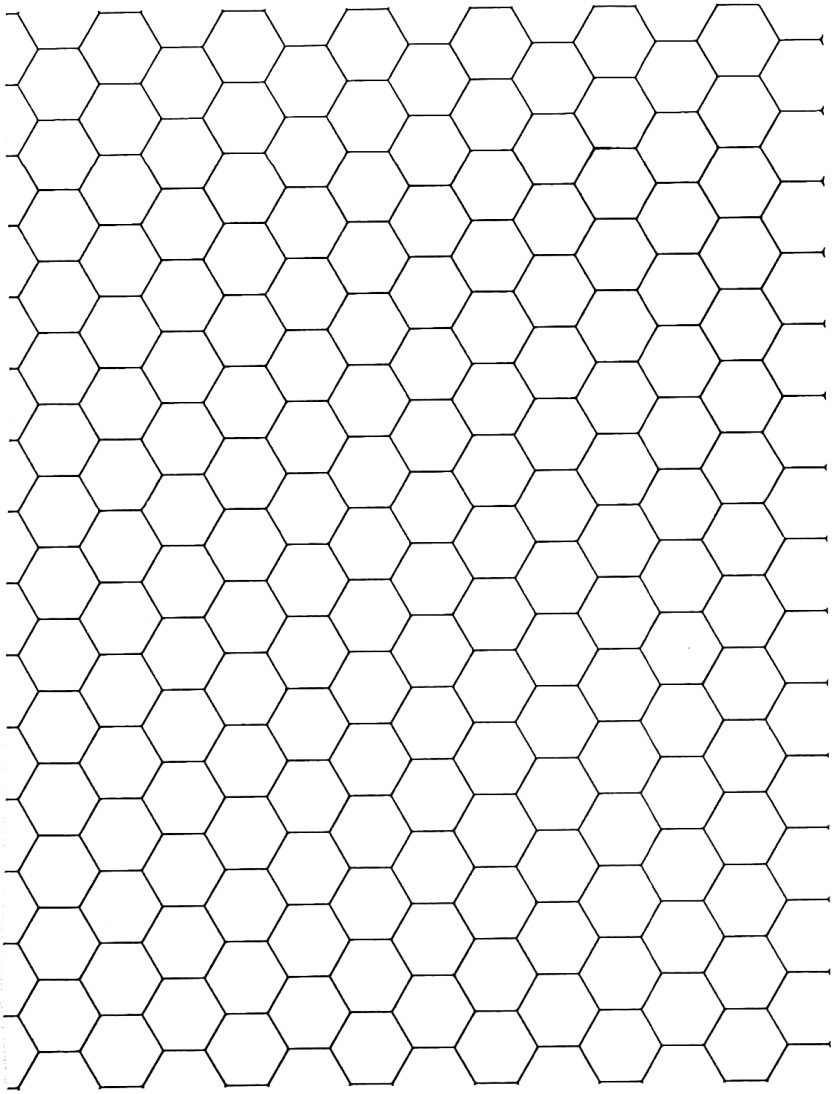


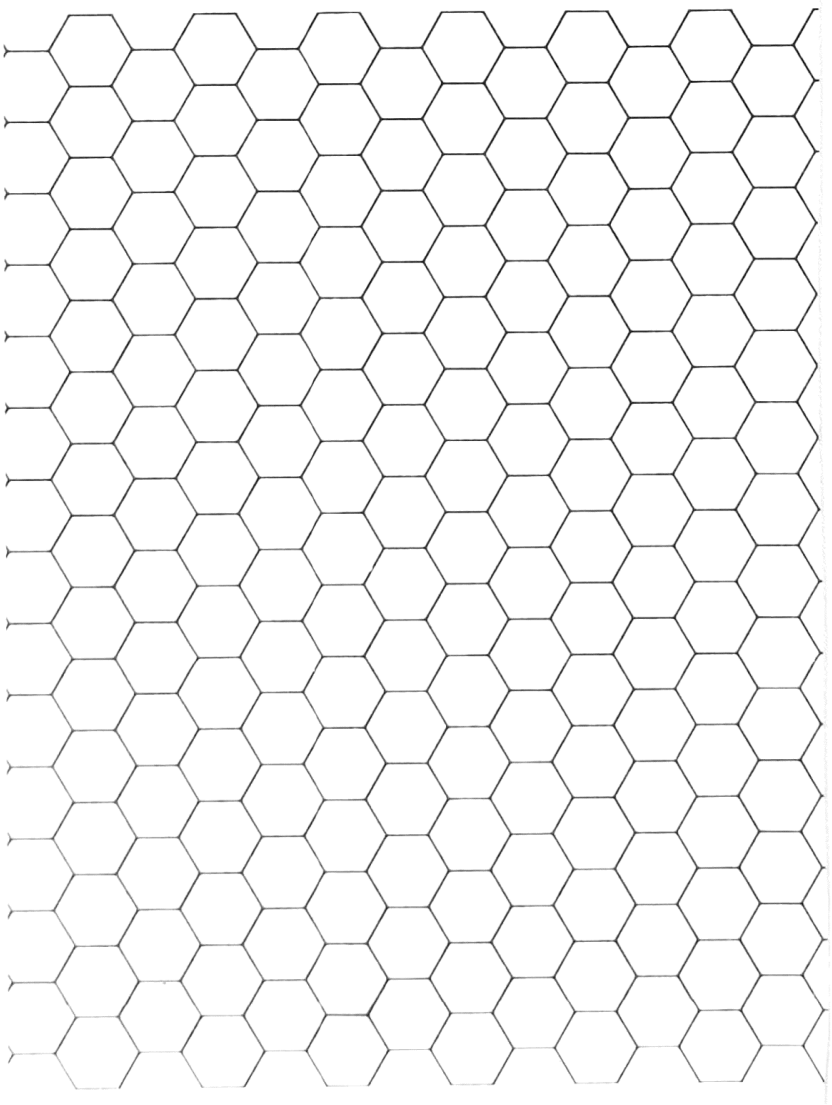
戦闘マップB





戦闘マップC





Quick Reference Tables

Angel Appearance Table
(Roll two die and add Detection ability)

3 or less...Discovery is delayed. The Angel appears in the hex next to headquarters!
When the Angel analysis table is consulted roll at -4 penalty.
4~6... The Angel appears in the second hex from headquarters. When the Angel analysis table is consulted roll at -2 penalty.
7~10... The Angel appears on the 4th hex from headquarters.
11~14…The Angel appears on the 6th hex from headquarters. When the Angel analysis table is consulted roll at +2 bonus.
15~17... The Angel appears on the 8th hex from headquarters. When the Angel analysis table is consulted roll at +4 bonus.
18 or more... The Angel appears on the 10th hex from headquarters. When the Angel analysis table is consulted roll at +6 bonus.

Angel Analysis Table
(Roll two dice. Add any corrections from the Appearance Table)

Less than 5… Information is available only for data 1 (physical appearance).
6~8... You are able to analyze up to Angel Data 2.
9~11... You are able to analyze up to Angel Data 4.
12~14... You are able to analyze up to Angel Data 6.
15~17... You are able to analyze up to Angel Data 8.
18… You are able to analyze all the data of the Angel.

Scoring

Damage the Angel (1 point for each damage done)
Repaired EVA or NERV (1 point for each success)
-1 action point of the Angel using the United Nations army or interception system (1 point)
Put a weapon in the "ready" state (1 point for each ready state)
Succeed in communicating with EVA pilots (1 point for each success)
Succeed in an EVA experiment (1 point for each success)
Encourage EVA pilots (1 point for each success)
Stab the Angel (2 points)
Successfully acted in character (1 to 3 points according to the GM's judgment)

Angel Growth Table
(Roll two dice)

2... Angel action points (data 6) are increased by 3.
3~4...All defense power (data 5) is increased. Defense power +2.
5~6…Ability to attack at short range (data 3). Accuracy +3, damage +2.
7...no change.
8~9...Ability to attack at range (data 8) increases. Range +2, Damage +2.
10~11... All attack methods deal damage. Damage +3.
12… The action points (data 6) of the Angel are doubled.

NERV SHEET

Turn Memo (*Angel appears on turn 3D)

		Day 1	Day 2	Day 3	Day 4		Day 1	Day 2	Day 3	Day 4
08:00 (morning/home)	1st Time	1	7	13	19	2nd Time	1	7	13	19
12:00 (lunch/school)		2	8	14	20		2	8	14	20
16:00 (test / NERV)		3	9	15	21		3	9	15	21
20:00 (night/home)		4	10	16	22		4	10	16	22
00:00 (midnight/home)		5	11	17	23		5	11	17	23
04:00 (early morning/home)		6	12	18	24		6	12	18	24

NERV Data

1st Time	Detection Capability:	2nd Time	Detection Capability:
	Interception Ability:		Interception Ability:
	Support Arrangements:		Support Arrangements:
HP: (100)			

Mental Chart

1st Time	Shinji		2nd Time	Shinji	
	Rei			Rei	
	Asuka			Asuka	

Procedures

At the beginning

1. Choose the NERV characters

Character Status Part

2. Roll on the Character Status Table

Angel Appearance Part

3. GM secretly rolls to determine what turn the Angel will appear on (3D)

4. Each player acts during the Angel appearance part until the Angel appears

Sortie Part

5. When the Angel appears, roll on the "Angel Appearance Table"

6. Place Angel unit on the Intercept Map according to the results of the Angel Appearance Table

7. Roll on the "Angel Analysis Table". The GM reveals the appropriate Angel data to the players

8. Each player acts during the Eva Sortie part until the Angel reaches NERV headquarters

9. When the Angel reaches NERV headquarters, players compete for the EVA Pilot Characters

Battle Part

10. Transition from NERV mode to Eva mode. Note that the usage of action points changes

11. Switch the interception map to the battle map and place the Angel on the map edge

12. Fight according to the actions available in the battle part

13. The battle part ends when any of the winning and losing conditions is met.

14. Defeat the first Angel and return to step 3. The game ends when you defeat the second Angel.

Character Status Part

Misato Katsuragi
2... You're ill and stay home. Point 1.
3~5...You've been on the night shift at NERV. You want to go home and sleep. Point 3.
6~8...Regular work. You're at home, but are heading to NERV. Point 6.
9-11... On a business trip outside Tokyo 3. Point 3.
12... Off duty. You're relaxing at home. Point 6.

Ritsuko Akagi
2... You're ill and stay home. Point 1.
3~5... You are at NERV doing an experiment. Point 4.
6~8...Regular work. You're at home, but are heading to NERV. Point 6.
9-11... On a business trip outside Tokyo 3. Point 3.
12... Off duty. You're relaxing at home. Point 6.

Kouzou Fuyutsuki
2... You're ill and stay in your room at NERV. Point 1.
3~5... On a business trip outside Tokyo 3. Point 3.
6~8...Regular work. You're already at NERV. Point 6.
9-11... On a business trip outside Tokyo 3. Point 3.
12... Off duty. You are relaxing in your room at NERV. Point 6.

Maya Ibuki
2... You're ill and stay home.. Point 1.
3~5... You're at NERV doing an experiment. Point 4.
6~8...Regular work. You're at home, but are heading to NERV. Point 6.
9-11... You are at NERV doing an experiment. Point 4.
12... Off duty. You're relaxing at home. Point 6.

Battle Part Action Chart

● Place weapons (command or science/technology / goal: 23)
You can spawn prepared weapons anywhere on the map.
●Prepare to sortie an EVA (leader or science/technology/standard: 23)
Can be selected when in NERV. The EVA can be launched next turn.
●Call EVA pilots (command or work / target value: 23)
Call pilots to NERV. Arrived on the next turn.
● Arrange for reinforcements (Leader /Target: 23)
Can be selected when in NERV. If successful, NERV reinforcements will be +1.
●Improve Interception detection (conductor/target value: 23)
Can be selected when in NERV. If successful, the interception ability is +1.
● Interception by the United Nations Armed Forces (NERV reinforcements/Target: 14)
You can remove 1 action point from the Angel on the next turn. Can be used only 3 times.
●Interception by Tokyo 3 defenses (intercept ability of NERV / target value: 14)
You can remove 1 action point from the Angel on the next turn. However, it cannot be 0.
● EVA recovery (automatic success)
When EVA becomes incapacitated, it will promptly be returned to NERV headquarters.
● Intensive care for EVA pilots (Science/Target: 23)
Force an injured pilot into a sortie-ready state. Treatment turn -1.

Angel Appearance & Sortie parts action table

Actions taken during Appearance Part ↓ **Actions taken during Sortie Part** ↓

●	×	Raise Detection Capability (Leader/target: 20) Can be selected when in NERV. If successful, NERV's Detection ability is +1.
●	●	Raise Intercept Capability (Leader/target value: 20) Can be selected when in NERV. If successful, the interception ability is +1.
●	●	Prepare weapons (Science / Target: Weapon dependent) Can be selected when in NERV. If successful, the weapon is made ready.
●	●	Place weapon (automatic success) Can be selected when in NERV. Place a prepared weapon in any chosen hex.
●	●	Repair EVA and NERV headquarters (Science / target: 20) Can be selected when in NERV. 1D recovery of HP of Eva and NERV.
●	×	Communicate with Eva pilots (Affinity/Target: 13) Select when you are in the same location as the pilot. If successful, the pilot's mental status is -1 but your compatibility with the pilot is +1.
●	●	Move (automatic success) You can choose anytime. Action to change locations.
●	●	Arrange for reinforcements (Leader / Target: 20) Can be selected when in NERV. If successful, NERV reinforcements will be +1.
●	×	Perform an experiment (Science/Target: 20) Can be selected when the pilot is in NERV. If successful, mental status is +1.
●	●	Rest (automatic success) Action points are not consumed for this action. Action points are +4.
×	●	Call EVA pilots (automatic success) Call a pilot to NERV. The pilot arrives on the next turn.
×	●	EVA start preparation (automatic success) Can be selected when in NERV. Eva can be deployed next turn.
×	●	Interception by the United Nations (NERV reinforcements/target value: 14) If successful, you can roll on the Angel analysis table with a +4 bonus.
×	●	Use N2 Bomb (NERV reinforcements/Target: 14) Request the use of an N2 bomb to temporarily stop the movement of the Angel. Can only be used once per Angel.

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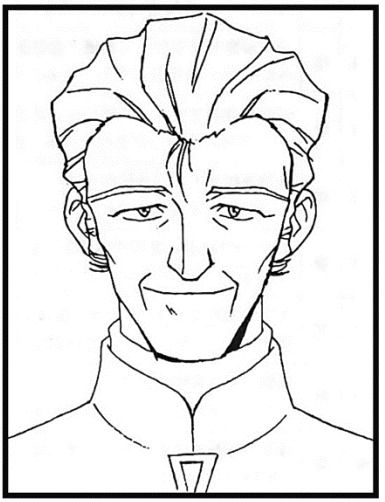
Neon Genesis Evangelion RPG
NERV Character Sheet

Player Name

Character Name
Kouzou Fuyutsuki



Abilities

B: Body	7
M: Mental	9
T: Technique	9

HP 10

Skills (Specialty)

Skill	Level	Ability	Total
Leader	4	Mental 9	13
Science	4	Mental 9	13
Work	5	Mental 9	14

Compatibility with EVA Pilots

Pilot name	Compatibility
Shinji Ikari	4
Rei Ayanami	5
Asuka Souryu	5

Action Points:
Score:

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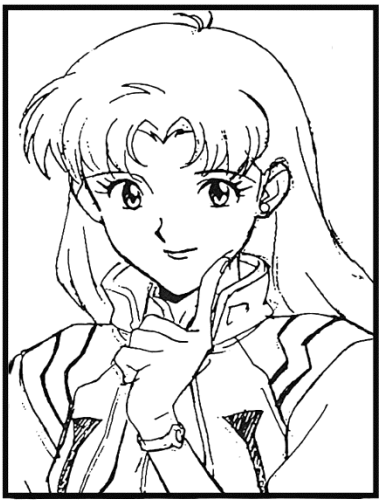
Neon Genesis Evangelion RPG
NERV Character Sheet

Player Name

Character Name
Misato Katsuragi



Abilities

B: Body	8
M: Mental	8
T: Technique	9

HP 14

Skills (Specialty)

Skill	Level	Ability	Total
Leader	6	Mental 8	14
Science	1	Mental 8	9
Work	3	Mental 8	11

Compatibility with EVA Pilots

Pilot name	Compatibility
Shinji Ikari	7
Rei Ayanami	5
Asuka Souryu	6

Action Points:
Score:

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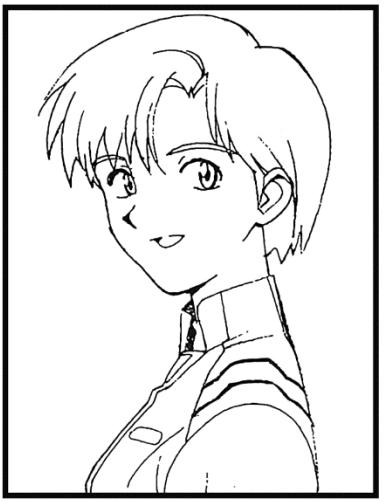
Neon Genesis Evangelion RPG
NERV Character Sheet

Player Name

Character Name
Maya Ibuki



Abilities

B: Body	5
M: Mental	9
T: Technique	7

HP 13

Skills (Specialty)

Skill	Level	Ability	Total
Leader	1	Mental 9	10
Science	5	Mental 9	14
Work	2	Mental 9	11

Compatibility with EVA Pilots

Pilot name	Compatibility
Shinji Ikari	5
Rei Ayanami	5
Asuka Souryu	5

Action Points:
Score:

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Neon Genesis Evangelion RPG
NERV Character Sheet

Player Name

Character Name
Ritsuko Akagi

Abilities

B: Body	6
M: Mental	10
T: Technique	8

HP 9

Skills (Specialty)

Skill	Level	Ability	Total
Leader	1	Mental 10	11
Science	5	Mental 10	15
Work	2	Mental 10	12

Compatibility with EVA Pilots

Pilot name	Compatibility
Shinji Ikari	6
Rei Ayanami	3
Asuka Souryu	4

Action Points:
Score:

Shinji's Startup table

3... Worst condition. Synchro level is 0.
4~6...The condition is not good. Synchro Level 1.
7~11...Normal. Synchro Level 2.
12~14... Feeling uplifted or agitated. Synchro level is 3.
15 or more...Excited and dangerous. Synchro level is 4.

Status change

Conditions for rolling on the status change table
His EVA receives its first damage
Remaining HP drops below 5 (+2 to roll)
Another Eva was killed (+6 to roll)

Status change table

2……Loss of will. Synchro level is -2.
3~4... Synchro level is -1.
5~6...No change.
7~9... Concentration is improved. Synchro level +1.
10~12... Almost selfless. Synchro level +2.
13 and above...Excited state. Synchro level +3.

EVA action table

● Sortie (automatic success)
Sortie from any hex with an E mark. If you take this action, your turn will ends.
● Move one hex on the map (automatic success)
Move one hex on the map.
● Prepare weapon or item (automatic success)
Make weapons and items you carry ready to use.
● Attack the opponent (handheld weapon skill / target value: enemy avoidance)
Attack your opponent with hand-held weapon skills. Double power to double the damage.
● Shoot a gun or ranged weapon (ranged weapon skill /target value: enemy avoidance)
Attack the opponent with firearm skills. If you double it, hit power becomes +4.
● Use items (success depends on the item)
Use the prepared item.
● Secure item or weapon (automatic attack)
Put the prepared gun in a holster or put a knife in its pod.
● Hold the Angel (skill / Angel's evasive power)
Action to grapple and hold down the target. The Angel can no longer move, but can still attack.
● Expand AT field (automatic success)
Expand the AT field to erode and neutralize the Angel's AT field.
● Repair (only when Synchro level is 4 or higher/automatic success)
Restores 5 points of Eva's HP.

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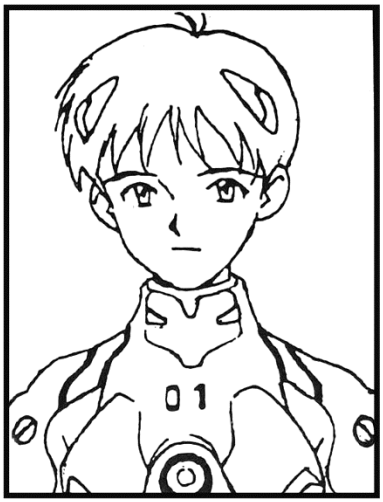
Neon Genesis Evangelion RPG
EVA Character Sheet

Player Name

Character Name
Shinji Ikari (Unit 01)



Abilities

B: Body	9
M: Mental	7
T: Technique	8

HP 24

Skills (Specialty)

Skill	Level	Ability	Total
Melee	1	Technique 8	9
Firearm	2	Technique 8	10
Evasion	1	Technique 8	9
Hold down	2	Body 9	11

Current Synchro Level	Action Point
0	-
1	1
2	2
3	3
4	4
5	10

Mental State: 3

Score:

Rei's Startup table

3... Worst condition. Synchro level is 0.
4……Condition is not good. Synchro Level 1.
5~12...Normal condition. Synchro Level 2.
13~15... Feeling uplifted Synchro level is 3.
16 or more... There is an abnormality in the deep mind. Synchro level is 4.

Status change

Conditions to roll on the state change table...
Remaining HP becomes 5 or less
Asuka is defeated (+2 to roll)
Shinji was defeated (+6 to roll)

Status change table

3 or less... faint. She becomes incapacitated and must be recovered.
4~5... Injured and painful. Synchro level is -1.
6~9...No change.
10~14... Concentration is improved. Synchro level +1.
15 or more... I can't hold back. Synchro level +3.

EVA action table

● Sortie (automatic success)
Sortie from any hex with an E mark. If you take this action, your turn will end.
● Move one hex on the map (automatic success)
Move one hex on the map.
● Prepare weapon or item (automatic success)
Make weapons and items you carry ready to use.
● Attack the opponent (handheld weapon skill / target value: enemy avoidance)
Attack your opponent with hand-held weapon skills. Double power to double the damage.
● Shoot a gun or other ranged weapon (ranged weapon skill /target value: enemy avoidance)
Attack the opponent with firearm skills. If you double it, hit power becomes +4.
● Use items (success depends on the item)
Use the prepared item.
● Secure item or weapon (automatic attack)
Put the prepared gun in a holster or put a knife in its pod.
● Hold the Angel (skill / Angel's evasive power)
Action to grapple and hold down the target. The Angel can no longer move, but can still attack.
● Expand AT field (automatic success)
Expand the AT field to erode and neutralize the Angel's AT field.
● Repair (only when Synchro level is 4 or higher/automatic success)
Restores 5 points of Eva's HP.

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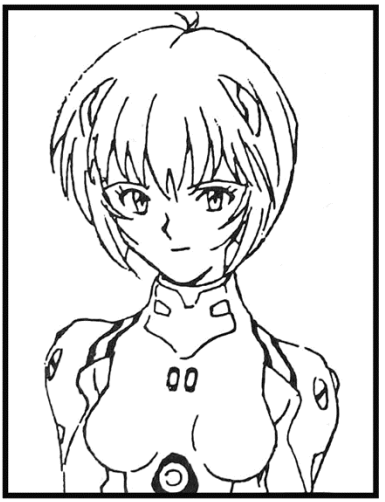
Neon Genesis Evangelion RPG
EVA Character Sheet

Player Name

Character Name
Rei Ayanami (Unit 00)



Abilities

B: Body	7
M: Mental	9
T: Technique	7

HP 17

Skills (Specialty)

Skill	Level	Ability	Total
Melee	1	Technique 7	8
Firearm	1	Technique 7	8
Evasion	2	Technique 7	9
Hold down	1	Body 7	8

Current Synchro Level		Action Point
	0	-
	1	1
	2	2
	3	3
	4	4
	5	10

Mental State: 3

Score:

Asuka's Startup table

3... Worst condition. Synchro level is 0.
4~6……Condition is not good. Synchro Level 1.
7~9...Normal condition. Synchro Level 2.
10~13... Feeling uplifted Synchro level is 3.
14 or more... There is an abnormality in the deep mind. Synchro level is 4.

Status change

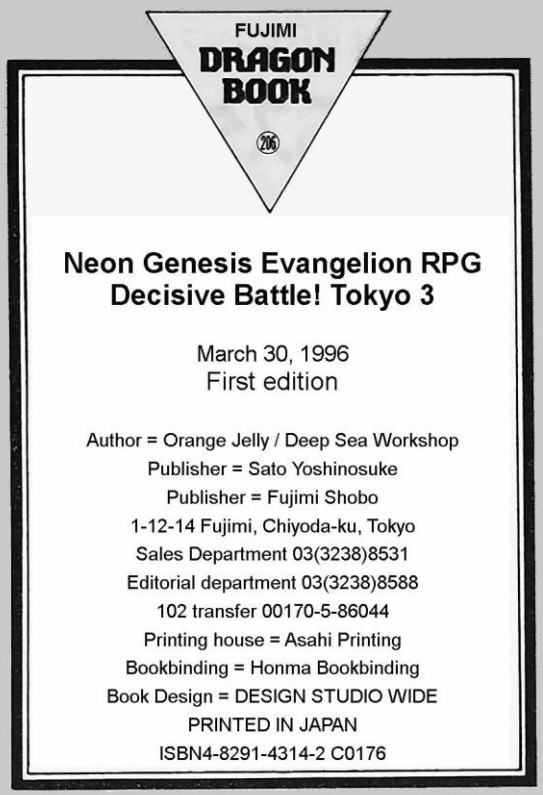
Conditions to roll on the state change table...
Remaining HP becomes 5 or less
Rei is defeated (+2 to roll)
Shinji is defeated (+4 to roll)

Status change table

2... faint. She becomes incapacitated and must be recovered.
3~4... Injured and painful. Synchro level is -1.
5~6...No change.
7~12... Concentration is improved. Synchro level +1.
13~14... Concentration is improved. Synchro level +2.
15 or more... I can't hold back. Synchro level +3.

EVA action table

● Sortie (automatic success)
Sortie from any hex with an E mark. If you take this action, your turn will end automatically.
● Move one hex on the map (automatic success)
Move one hex on the map.
● Prepare weapon or item (automatic success)
Make weapons and items you carry ready to use.
● Attack the opponent (handheld weapon skill / target value: enemy avoidance)
Attack your opponent with hand-held weapon skills. Double power to double the damage.
● Shoot a gun or other ranged weapon (ranged weapon skill /target value: enemy avoidance)
Attack the opponent with firearm skills. If you double it, hit power becomes +4.
● Use items (success depends on the item)
Use the prepared item.
● Secure item or weapon (automatic attack)
Put the prepared gun in a holster or put a knife in its pod.
● Hold the Angel (skill / Angel's evasive power)
Action to grapple and hold down the target. The Angel can no longer move, but can still attack.
● Expand AT field (automatic success)
Expand the AT field to erode and neutralize the Angel's AT field.
● Repair (only when Synchro level is 4 or higher/automatic success)
Restores 5 points of Eva's HP.



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Do you want to experience a heart-pounding adventure like a hero in a fantasy novel or what it would be like to be a character in an anime or comic book? Have you ever thought about that? ``MAGIUS'' can fulfill your desires. Infinite possibilities expand from one basic set of rules... Now, a new world of RPG adventure begins!

MAGIUS
Fujimi Dragon Book
Goryutei RPG Goryutei's Great Uproar!
Tominaga Tamiki / Adventure Planning Guide

Tonight, "Goryutei" is a big fuss. Adventurers drink every night, and blossom in an adventure story. Well, why don't you join them? "Fantasy RPG quiz" is now available as a MAGIUS supplement!
To play "Goryutei RPG", the "MAGIUS Start Book" is required.

MAGIUS
Fujimi Dragon Book
Monster Maker Academy RPG
School festival edition
Tomoyuki Fujinami / Ginichiro Suzuki

Bring familiar characters from the novels and comics to life from the school! At the school festival, each group makes a fuss about preparations, until a rare event occurs. Solve the mysterious case! This is a game that can be played without a game master. Because of its game style, you can play it as soon as you collect some friends.
To play "Monster Maker Academy RPG", the "MAGIUS Start Book" is required.

MAGIUS

Fujimi Dragon Book

Slayers RPG with Naga-sama♥

Kamisaka-Original, Mitsuhiro Nakauki / ORG

"Slayers" is now available as a table talk RPG! The original Nori and Gag have been beautifully recreated! The person who plays the role of the game is Naga, the White Snake. An upbeat and comical, fantasy-RPG controlled directly by you. Come on, Naga, let's go on an adventure trip! To play "Slayers RPG", the "MAGIUS Start Book" is required.

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Tenchi Muyo! RPG: Battle for Heaven and Earth

Orange Jelly/Deep Sea Workshop

The familiar "Tenchi Muyo! Kaiki Ogre" from the OVA is now available as an RPG. A battle royal of love between five gifted beauties unfolds across the world. Clear all obstacles, defeat your rivals and win his heart by any means necessary!

To play "Tenchi Muyo! RPG", the "MAGIUS Start Book" is required.

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Rocket Girl RPG

Husuke Nojiri

You are on the space station of the Solomon Space Association in orbit at an altitude of 400 km. Suddenly the inertia stabilizers fail, your remaining fuel is 24 points. You have 20 minutes to reach the secondary rendezvous point. Can you succeed? Rocket Girl is now on sale as an RPG. You can experience manned space flight according to the rules of MAGIUS. "MAGIUS Start Book" is required to play "Rocket Girl RPG"

MAGIUS

Fujimi Dragon Book

Horai Gakuen RPG: Horai 83rd branch office

Shoji Kato/Amusement

From missing juvenile delinquents to secret associations of evil, criminals play in the darkness of Horai Gakuen! Someone has to fight them. You must bring order and peace to the academy... Yes, that is the mission of the Public Security Commission! The first school in Japan, and the world's first, to be staged in the huge high school "Haorai Gakuen" with 100,000 students. A Police Action RPG!
"MAGIUS Start Book" is required to play "Horai Gakuen RPG".

MAGIUS

Fujimi Dragon Book

Slayers RPG: Operation Big Heist

Kamisaka-Original, Mitsuhiro Nakafuka/ORG

The four Linas challenge the dark underground labyrinth during the day. Their aim is a gold and silver treasure guarded by a monster! Playing cards decide the many events that you will encounter in the dungeon. There are tens of thousands of possible combinations, so you can play in a different labyrinth each time without preparing a scenario.
Now, for the sake of treasure and glory, challenge this whimsical dungeon!
To play "Slayers RPG", the "MAGIUS Start Book" is required.

MAGIUS

Fujimi Dragon Book

Silent Mobius RPG

Asamiya Kia Original, Atsushi Yamakita/F.E.A.R.

A D 2026 Tokyo. This is the story of a battle between six women chasing demons in a city where it rains acid. While fighting for their own destiny, they fight the demons. "Silent Mobius" finally appears as a MAGIUS RPG book! The rules faithfully reproduce the atmosphere of the original story. Ease of play is guaranteed because it is MAGIUS. Can you resist your fate! The "MAGIUS Start Book" is required to play.

MAGIUS

Fujimi Dragon Book

Saber Marionette J-RPG: My only Alicia

Supervision by Satoru Akahori, Studio PACCHI

Akaho Satoru's popular novel has become a TRPG! You become a Marionette remodeling enthusiast and get involved in the conflict between Japones and Germania. Oops, wait. You're not fighting! The three marionettes are in your place are. They will get stronger based on your remodeling. What kind of girl will you create?
A "MAGIUS Start Book" is required to play "Saber Marionette J-RPG".

MAGIUS

Fujimi Dragon Book

Needless Chaos! Heaven and Earth! Tenchi Muyo! RPG

Mukuro / Laboratory

The TV series “Tenchi Muyo!” is now available as an RPG! Enjoy the slapstick comedy as heaven and earth collide. There is also a solo scenario that you can play alone, so anyone can play immediately. Become a member of Tenchi Muyo World!
To play "Tenchi Muyo! RPG", the "MAGIUS Start Book" is required.

MAGIUS

Fujimi Dragon Book

Starship Girl! Space Battleship Yamamoto Yoko RPG

Get Ready, GO!

Shoji Taku original

Yura Kubota/F.E.A.R.

The strongest female fleet in the galaxy finally declares war on MAGIUS! Enjoy the gorgeous space war that the fires laser beams and dimension conversion torpedoes. Knock down your swarming enemies and complete this tough mission. Join the shooting in an RPG for all ages! To play "Starship Girl Space Battleship Yamamoto Yoko RPG", the "MAGIUS Start Book" is required.

Fujimi Dragon Book

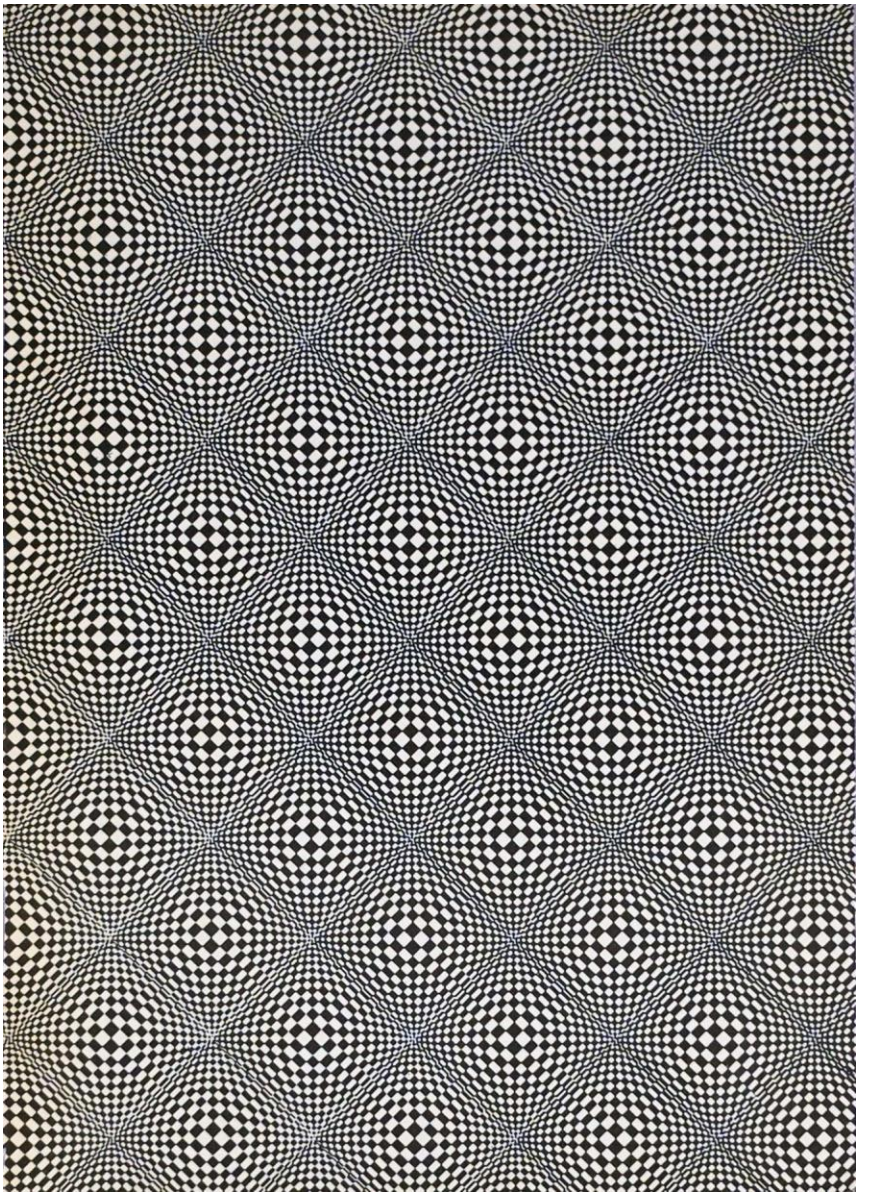
Fantasy file

TOKYO EYE-SHOT

Shadow Run city file

Akira Egawa Group SNE

"TOKYO" in the year 2050, when science and magic exist in chaos. The scoop reporter "Domino" shines a light on the shadow runners lurking in the dark corners of the big city! At the end of the book, there is a "Tokyo Data Map" that summarizes the main areas that cannot be discussed in this volume. A definitive novel and guidebook that introduces information on the hybrid SF & fantasy RPG ``Shadow Run'' in an easy-to-understand manner!



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「新世紀エヴァンゲリオンRPG」をプレイするには、「MAGIUSスタートブック」が必要です。

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富士見ドラゴンブック愛読者カード

ご購読いただきありがとうございます。下記のアンケートにお答えください。今後の企画の参考にさせていただきます。

この本のタイトル	

●この本を何で知りましたか？

1. 新聞・雑誌を見て（誌名：　　）
2. 書店で見て　3. 人に勧められて
4. その他（　　）

●お買い求めの動機は？

1. ゲームデザイナーが好きだから　2. カバー（イラスト）がよいから
3. 原作、ジャンルが好きだから　4. 遊んでみて面白かったから
5. その他（　　）

●RPGをプレイしたことがありますか？

1. ある（月に　　回くらい）　2. ない

●雑誌「ドラゴンマガジン」を購読していますか？

1. 毎号　2. 時々　3. いいえ

●雑誌「RPGドラゴン」を購読していますか？

1. 毎号　2. 時々　3. いいえ

●どんなジャンルのRPGが好きですか？（複数解答可）

1. ファンタジー　2. SF　3. ホラー・伝奇　4. サイバーパンク
5. スポーツ　6. ミステリー　7. 学園モノ　8. 歴史、時代モノ
9. その他（　　）

●あなたがRPGとしてリリースして欲しいタイトル（作品名、ジャンルなど）をお教えください。

（　　）

●この本についてのご意見・ご感想をお書きください。

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③モンスターメーカー学園RPG 学園祭編
④スレイヤーズRPG ナーガ様といっしょ♡
⑤天地無用！RPG 天地争奪戦
⑥ロケットガールRPG
⑦蓮英学園RPG 蓮英83分署
⑧スレイヤーズRPG だんだよん大作戦！
⑨サイレントメビウスRPG
⑩セイバーマリオネットJ-RPG ぼくだけのアジア
⑪天地無用！RPG 覇動無用！
⑫そのゆけ！宇宙船電子ヤモトホーニーRPG ゲットレディ、GO！
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